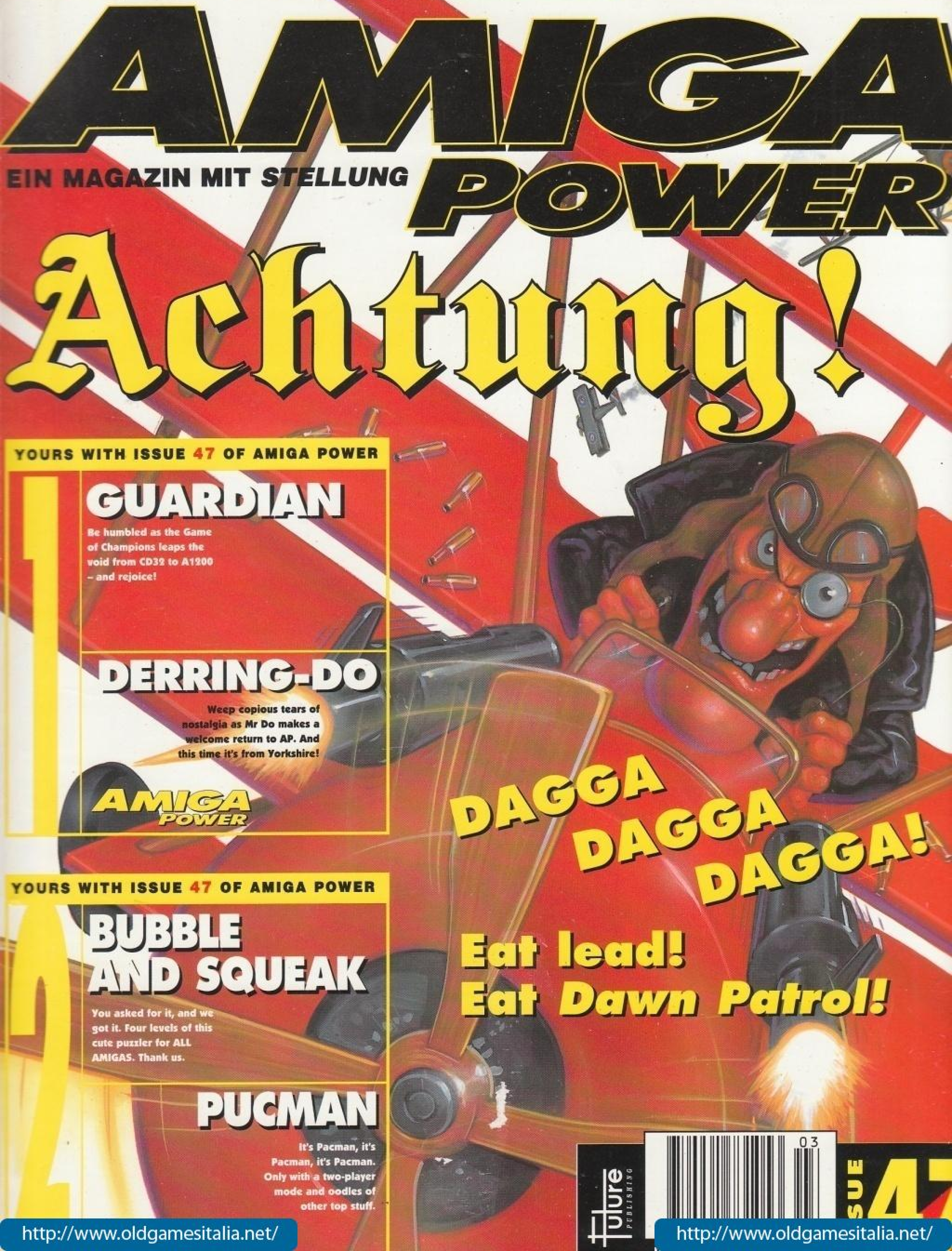
DON'T BUY AN AM[illegible] YOU'VE READ THIS

AMIGA POWER

EIN MAGAZIN MIT *STELLUNG*



Achtung!

YOURS WITH ISSUE 47 OF AMIGA POWER

1

GUARDIAN

Be humbled as the Game of Champions leaps the void from CD32 to A1200 – and rejoice!

DERRING-DO

Weep copious tears of nostalgia as Mr Do makes a welcome return to AP. And this time it's from Yorkshire!

AMIGA POWER

YOURS WITH ISSUE 47 OF AMIGA POWER

2

BUBBLE AND SQUEAK

You asked for it, and we got it. Four levels of this cute puzzler for ALL AMIGAS. Thank us.

PUCMAN

It's Pacman, it's Pacman, it's Pacman. Only with a two-player mode and oodles of other top stuff.

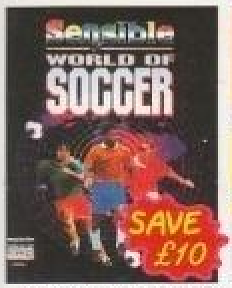
DAGGA DAGGA DAGGA!

Eat lead!
Eat *Dawn Patrol!*

03

Future PUBLISHING

SUE 47



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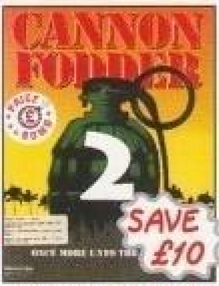

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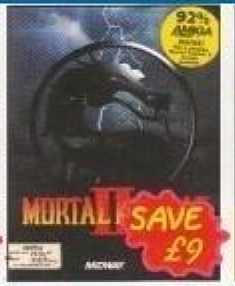

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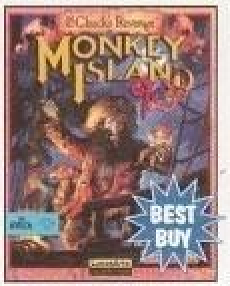

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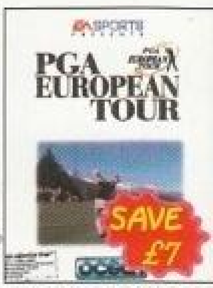

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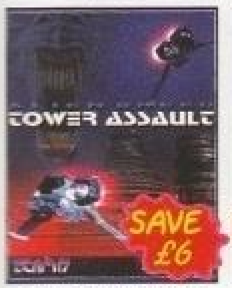

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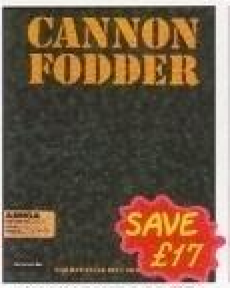

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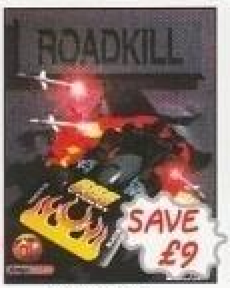

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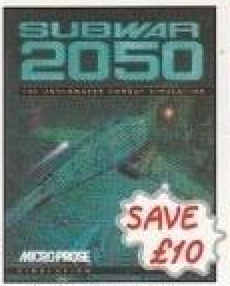

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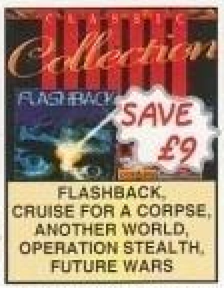

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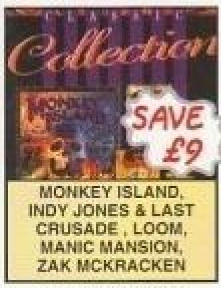

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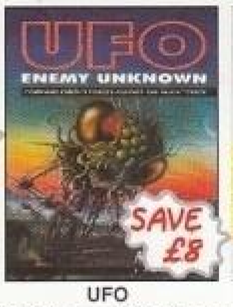

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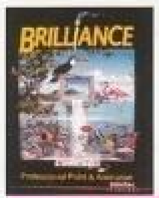
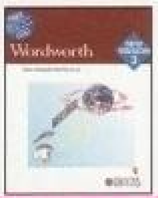
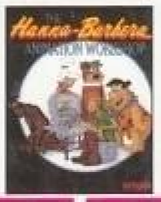
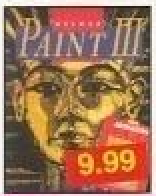

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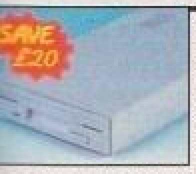

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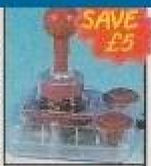

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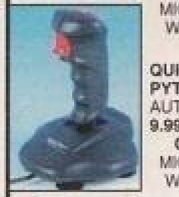

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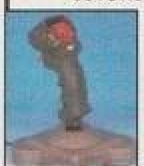

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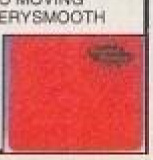

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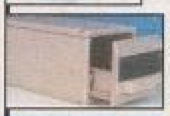

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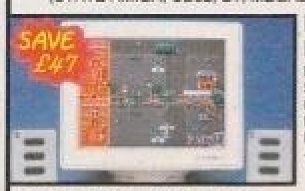

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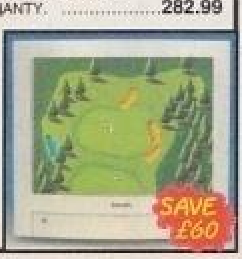

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In bringing pristine, fragrant-scented copies of AMIGA POWER to your door each month, we surpass even Interflora in our global delivery capabilities.

54 TIPS
A complete collection of Haynes manuals, the entire contents of the Reader's Digest How To Do Everything book, and the Japanese instructions for Cam's missing gun would be struggling to compete with the level of advice in our playing tips pages.

68 BACK ISSUES
Were you to trawl the British Museum for months, examining its exhibits and records in the minutest detail, you would find less historical information than there is in just one sensibly-priced back issue of AMIGA POWER.

78 LETTERS
AMIGA POWER receives more letters from you each day than the Royal Mail delivers across the whole country in an entire year.

83 GAME GUIDE
If you sailed the world's oceans for a decade, catching fish and storing them in the hold of your ship under refrigeration, you would not have as many fish as there are Amiga games recorded in AMIGA POWER's The Bottom Line.

88 READER ADS
Some ads. From readers.

DAWN P

The sun begins to rise over Amiga-space, touching the treetops with a warm glow. But already, AMIGA POWER is in the air, the earth shaking to the roar of our Fokker engines and our guns. For we have Empire's *Dawn Patrol*, and we rule the skies. DAGGA DAGGA! Page 30

DINOMANIA!

WHATEVER HAPPENED TO ALL THI DINOSAUR GAMES?
Think about it: When was the las time you saw a new dinosaur game? We investigate. Page 20

WHO DO WE THINK WE ARE?
The cast of The Garden That Time Forgot, that's who. Page 29

BLOODNET

As violence breaks out among a family of decatuplets, you must step in with your strange blood-sucking urges and repair the rifts which divide them. Page 38

FLINK

It's a platform game. Gah. With nothing much particularly new in it. Hurungh. But it's been neatly put together, looks nice, is on the CD32, and doesn't cost much money. What does this mean? See the good points battle the bad ones in our LIVE review. Sponsored by F-Max, the lightly sparkling fish drink. Page 34

DEATH MASK

The first game to claim, explicitly or otherwise, to be *Doom* – but on the Amiga. But is it? And even if it's not, is it still good? And so, why? And if not, why not? Blimey, there's almost enough room to do the review right here. Page 40

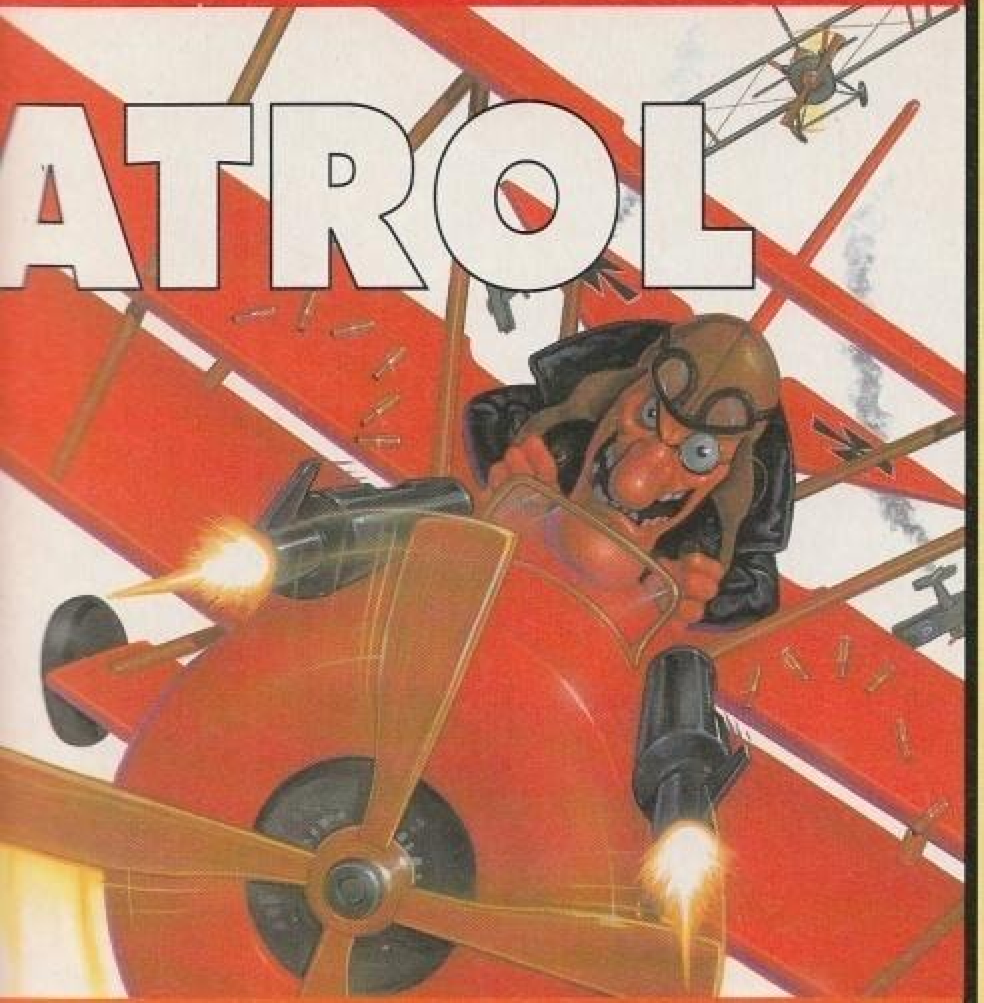
isconsolately in her gunnysack."

SUE WOULD JUST LIKE TO SAY:

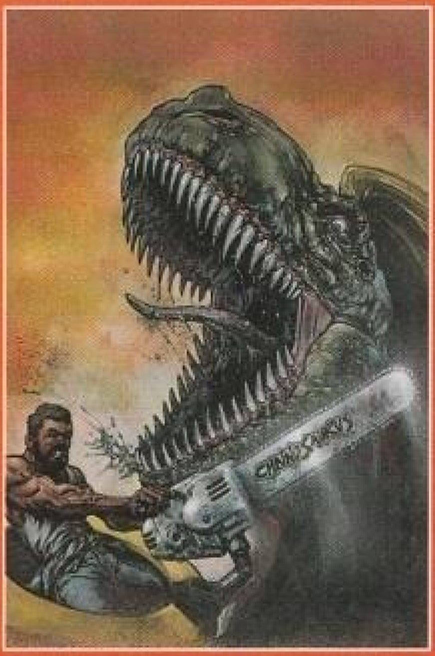
STEVE F WOULD JUST LIKE TO S

OVER 14

DOUBLE-DECKER BUSES IN LENGTH



HE GARDEN
HAT TIME
ORGOT
age 88



HE BACK PAGE
he Amiga
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REVIEWED THIS ISSUE

MARCH
1995

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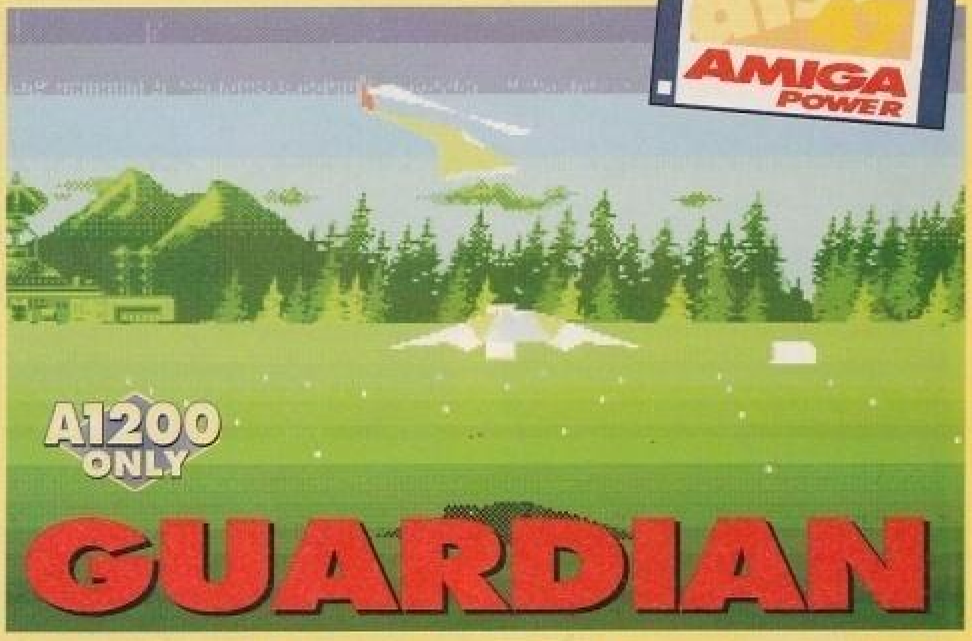
PAUL WOULD JUST LIKE TO SAY: "You've put me off."

Tel Aviv housewives"

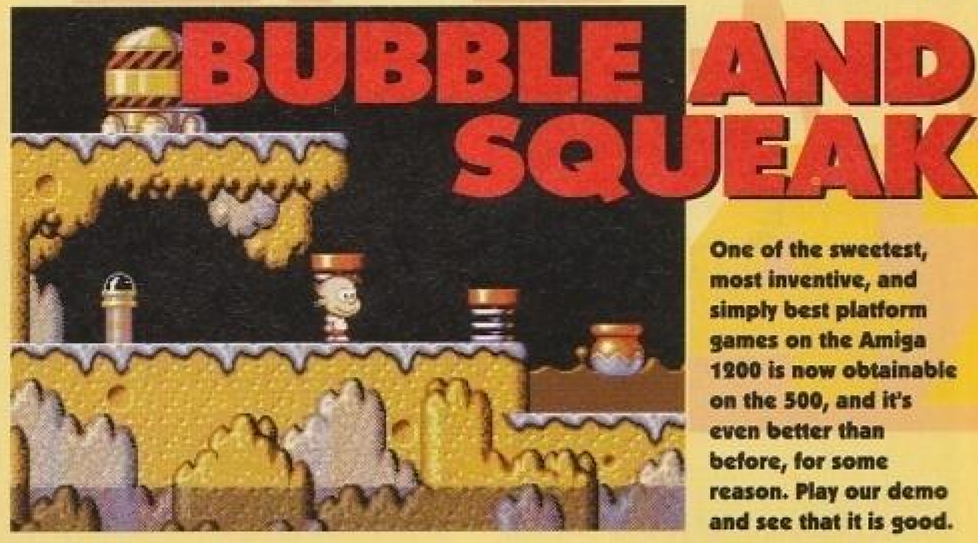
relationship with this issue of AMIGA POWER are two disks. They take advantage of their host magazine to impart information regarding their contents, while the magazine benefits from the increased sales they generate.

disk
47
AMIGA
POWER

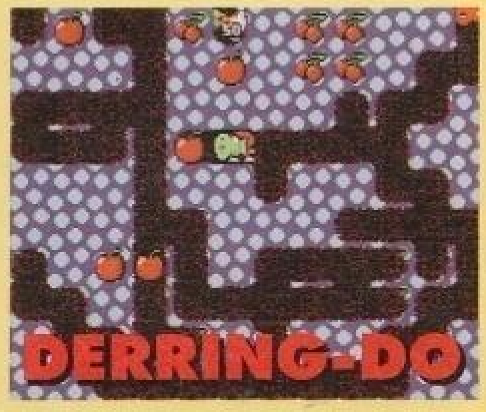
INTRODUCING DISK 47



Let the trumpets sound! Let the eternal flame be lit! Let the dancing troupes perform! The Game of Champions has arrived on AMIGA POWER's coverdisks! Hear the crowd roar appreciatively as you take to the podium to attempt our special level, which brings together many of the baddies from later levels into one frenzied burst of gaming ecstasy.

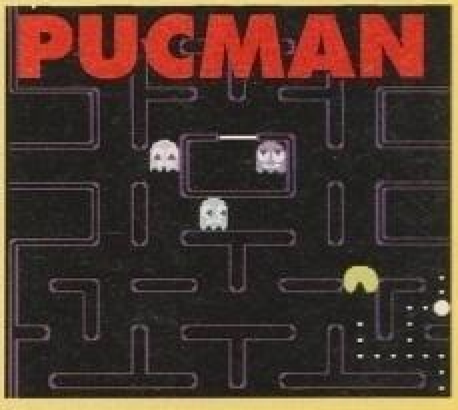


One of the sweetest, most inventive, and simply best platform games on the Amiga 1200 is now obtainable on the 500, and it's even better than before, for some reason. Play our demo and see that it is good.



Mr Do returns again, this time looking his best yet in this fantastic Blits Basic-programmed version from Yorkshire. Eat fruit and be merry.

It's *Pacman* – but on the Amiga – *but on our coverdisk*, in compact demo form. Devour dots in claustrophobic mazes, all the while pursued by crazed ghosts.



GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 47, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, the past will be altered to eradicate your parents and, therefore, YOU.

disk 47

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

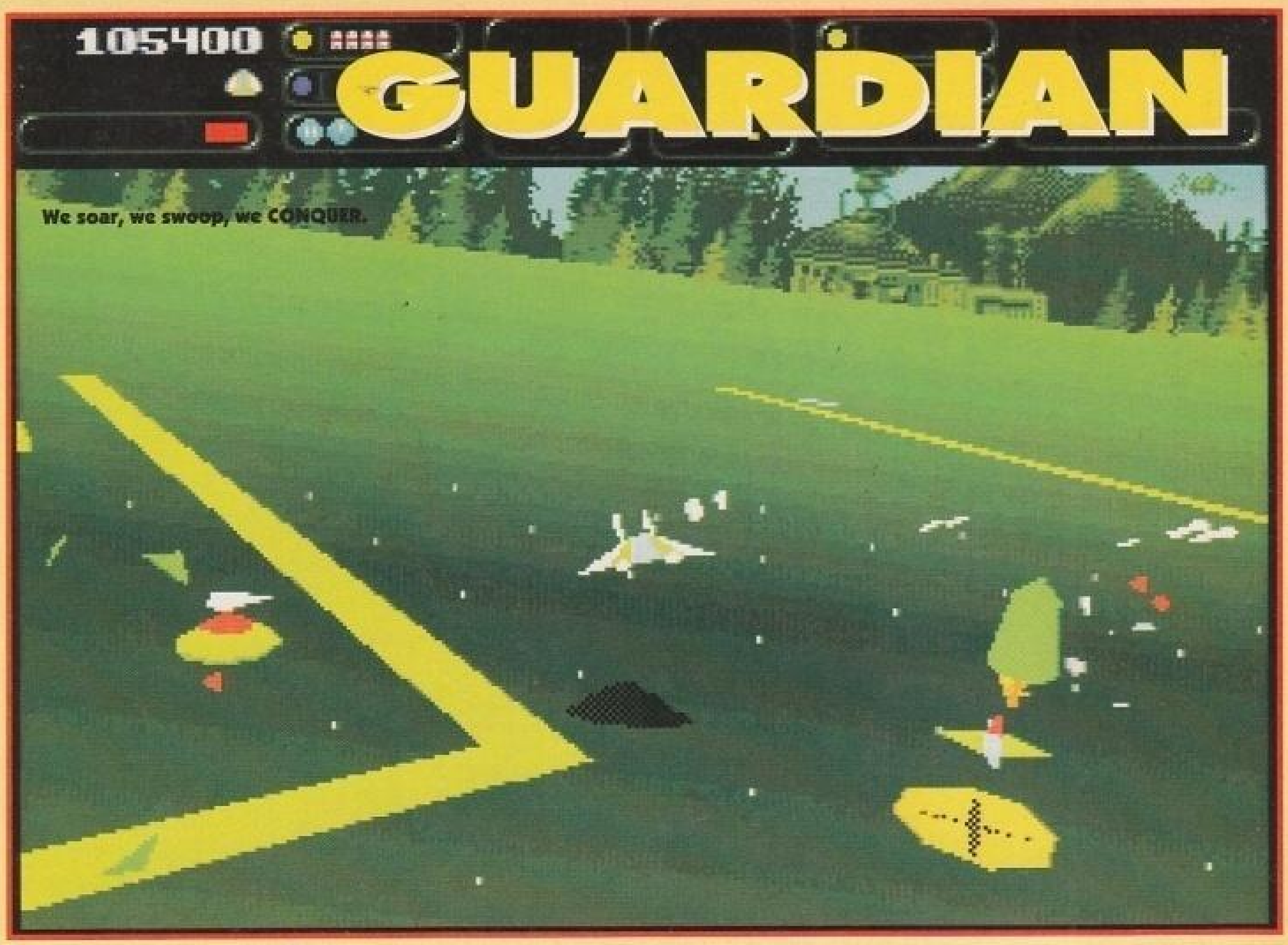
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 47 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

GUARDIAN

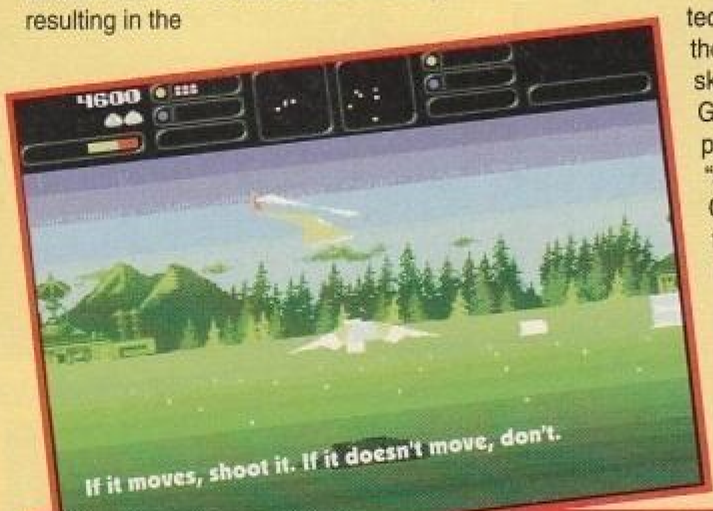


We soar, we swoop, we CONQUER.

Authors: Acid A1200

Guardian (the Game of Champions) used to be available only on the CD32. *Guardian* (the Game of Champions) was awarded a richly-deserved 90% in AP43. *Guardian* (the Game of Champions) was played incessantly by all members of AMIGA POWER for three whole weeks, resulting in the magazine missing its allocated print slot and being fined in excess of almost 15 thousand pounds. In New Zealand, where *Guardian* (the Game of Champions) emanates from, it has become the centre of a growing religious cult that has shocked the law enforcement community as well as civic leaders. It's that good.

Being the technophobes we are, we thought that the tilting skyline in *Guardian* (the Game of Champions) probably used some "special" chips in the CD32 and that it was therefore unlikely that we'd ever see an A1200 version. But no, it turns out that in the field of micro-electronics, we know nothing, as this demo clearly proves.



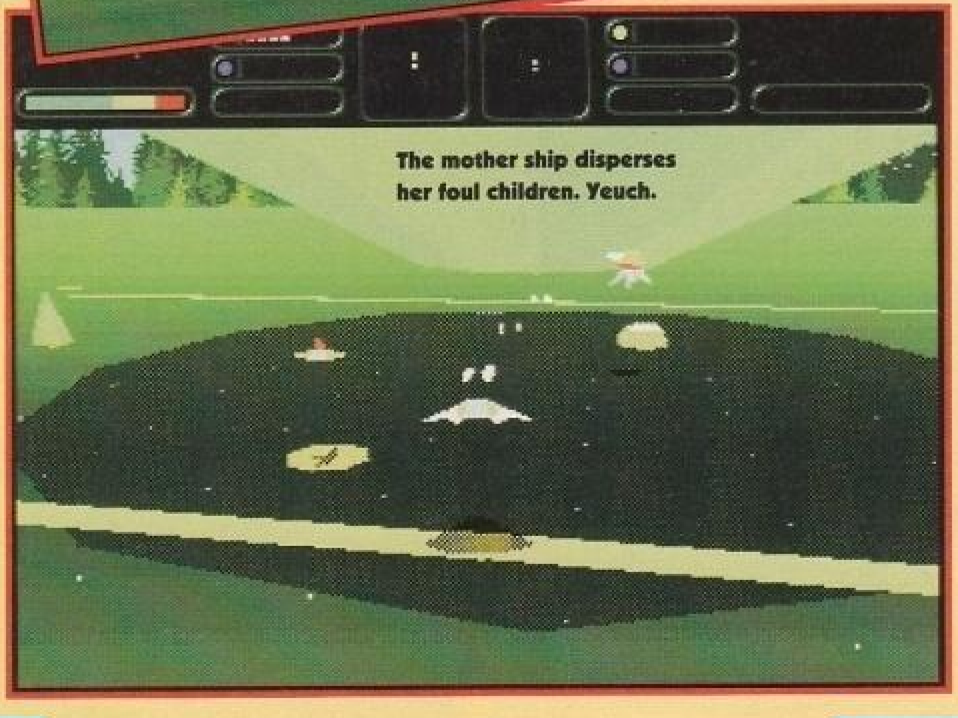
If it moves, shoot it. If it doesn't move, don't.

The game's a 3D version of *Defender*, with landers, pods, swarmers and all those old favourites, only in 3D. The specially-made level in our demo contains many of the baddies from later levels, and rather than protecting humanoids, you've got to try and keep all the ground installations standing. If you can finish the level with 100% of the buildings intact, then you're pretty dashed good.

The controls are a bit odd, with the options being either a CD32 controller or the mouse. The mouse buttons accelerate or decelerate you, but use them sparingly, or it all gets horribly fast. To change the view, press ESC to get to the options menu. The keyboard commands go a little like this:

RETURN – Fire
SPACE BAR – Nuke (handy for the start of the level)
Left ALT key – Reverse direction (Great for taking out suckers on your tail)
Tab – Guided missiles (If you've got them, natch)

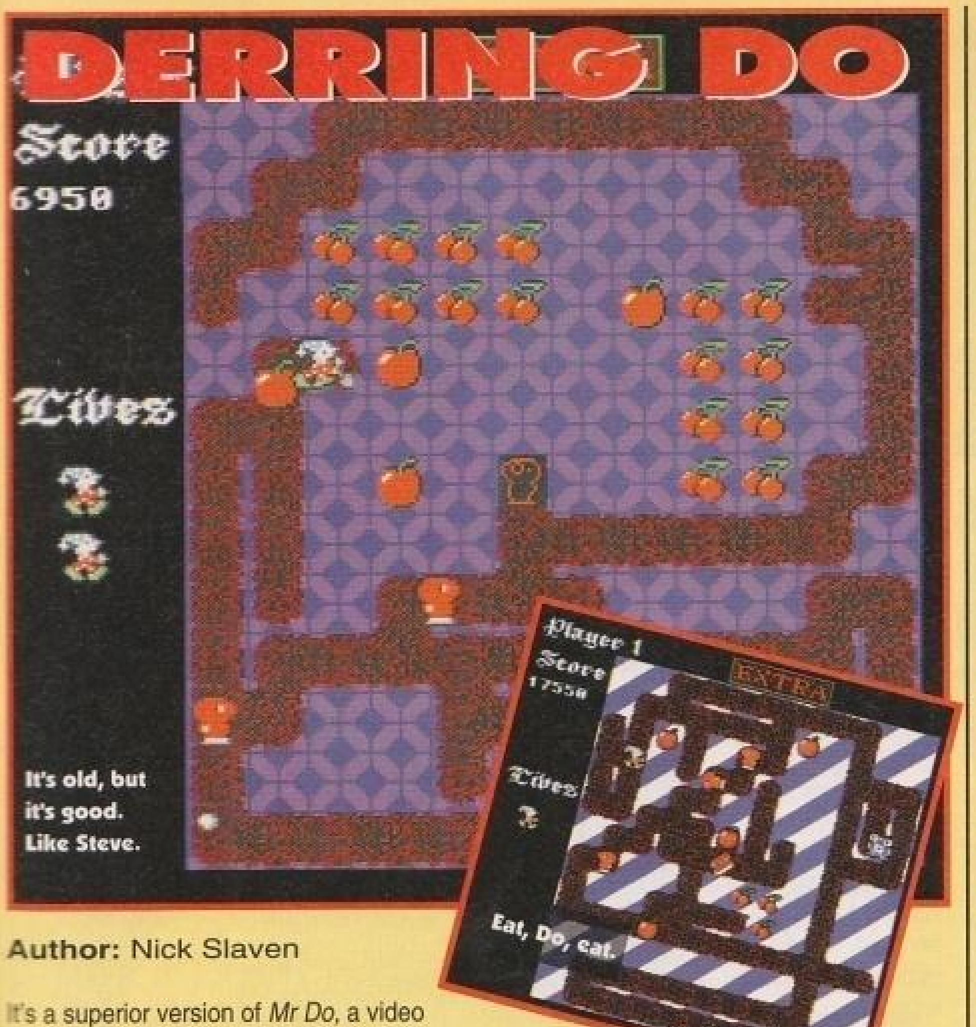
The funny spiked balls that appear when you shoot certain things are power-ups, and the trick to picking them up is to swoop low and grab them before they crash onto the ground and disappear. Play the demo, read the review on page 47 and then just go and buy the game any way. You owe it to yourself.



The mother ship disperses her foul children. Yeuch.

Aaagh, no. Oooooh. Look out! Wahey!

DERRING DO



It's old, but it's good. Like Steve.

Eat, Do, eat.

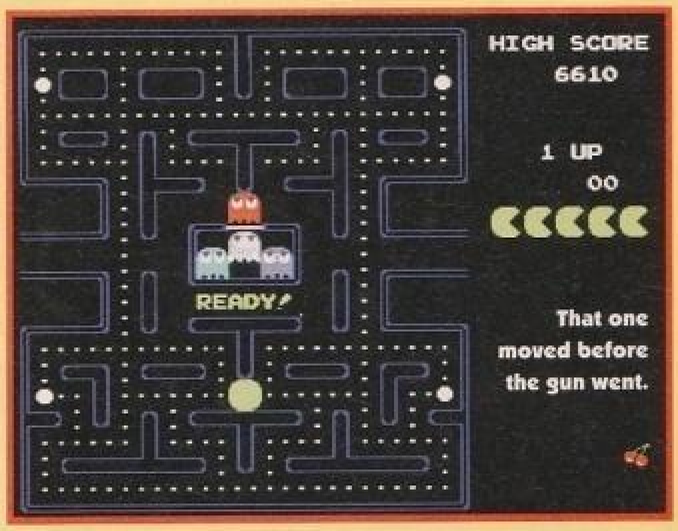
Author: Nick Slaven

It's a superior version of *Mr Do*, a video game older than the most elderly giant tortoise that lives in the far off Galapagos Islands. As old as the mountain streams that carve through the Caledonian mountains, as old as the kilometre thick iceflows that press down on the bedrock of Iceland with unimaginable pressure. Older in fact, than many of the seven or so jokes we use, month after month, in AMIGA POWER.

You know the score: Run around, pick up fruit, drop apples on baddies, fire your bouncy ball and flit through the levels. Just play it.

PUCMAN

Author: Augenblick



That one moved before the gun went.

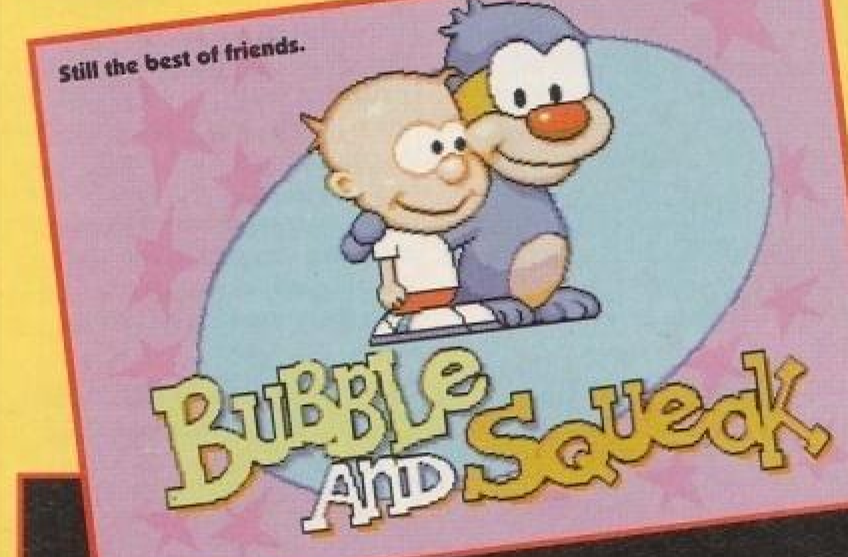
Almost (but not quite) succeeding as a clone, *Pucman* nevertheless remains a spectacularly close conversion of the most popular coin-op of all time and the first to attract women in numbers to video games. Yes, not only are you bound to recognise the maze and the simple graphics, but the faithfully-reproduced sound is guaranteed to bring to mind treacly visions of unpleasantly cavernous halls and sickle-cell anaemia. Where *Pucman* diverges from the one true path is in the movement of its monsters. The mighty beings of AMIGA POWER, having invested severally in How to Win at *Pacman* books, can state with authority that the ghosts of *Pucman* do not follow the correct patterns. Damn their omnipursuant eyes.

Tediously uncovered solutions aside, this version offers even more options than the original, including a fiendishly fun simultaneous two-player mode, where you (the player) must decide whether to help or hinder him/her (the other player) in his/her quest for maximum pointage. *Pucman* offers hours of frivolity of a flee/chase nature and, as a financially taunting bonus, the full version (available from the address displayed proudly in the demo itself) won't start going dark in the increasingly more obvious and distracting way that this one does. Enjoy.

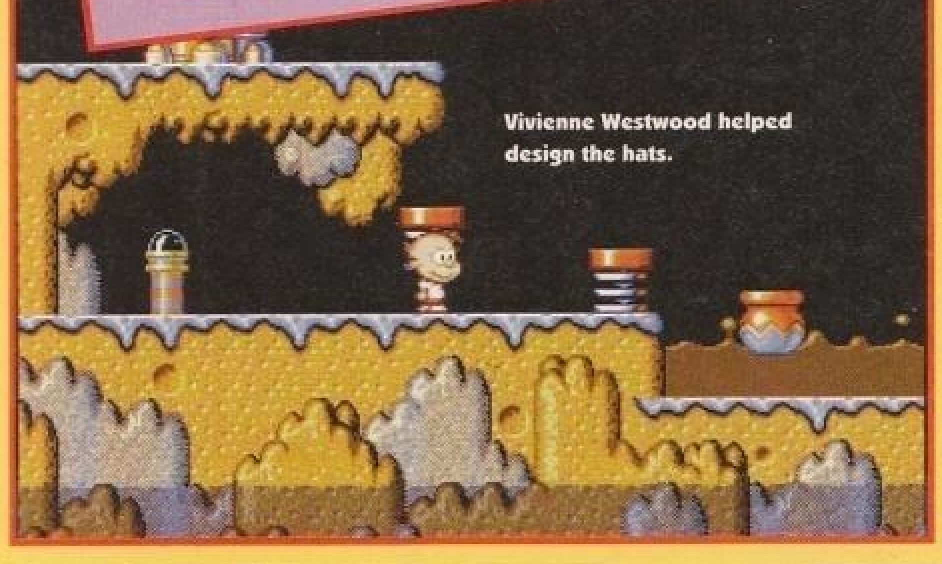
Use this...

...to eat this.

BUBBLE & SQUEAK



Still the best of friends.



Vivienne Westwood helped design the hats.

Authors: Audiogenic

Boy were you lot annoyed when we originally had a *Bubble and Squeak* disk demo back in AP42. It was an A1200 demo, you see (one of our first), and everyone (well, everyone who didn't have an A1200) seemed to think this was most unfair. However, with this demo, the only people who can complain are those who fail to appreciate the tricky yet pleasing nature of this finer than fine puzzly game. And they're stupid, so they don't count.

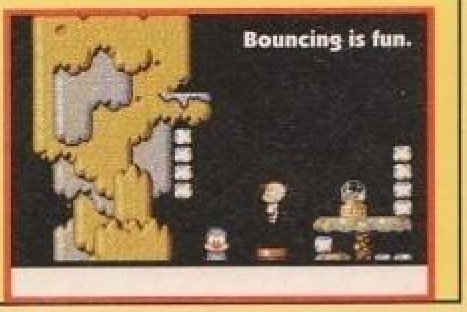
The bald kid and Blue Thing are back in four levels completely different from the A1200 demo, which is surely a Good Thing. The plan is to control the bald kid and coax Blue Thing to the exit, which is accomplished using the following "special" skills:

- To fire stars, press FIRE. Obviously.
- To pick up or drop pots, springs, etc, press DOWN and FIRE.

These are all very well and good, but if you get to Blue Thing (which, on the first level, is accomplished by putting one of the springs on top of the other) then you can try out a fascinating array of new moves, many of which involve obvious cruelty to the azure mammal.

- To make it follow the bald kid, press DOWN and FIRE. Do the same when you're fed up of it trailing round.
- To kick it, stand right next to it and press FIRE. Sometimes you've got to.
- To get it to throw the bald kid into the air, stand in front of it and press UP and FIRE. Doing this while standing under an overhang means the bald kid cracks his head most amusingly.
- To get Blue Thing to flap its flippers, get coins by shooting nasties and then feed them into the bubble gum machine.
- And do all of these quickly, or both Blue Thing and the small bald child will drown. Horribly.

Blue Thing watches you ominously.



Bouncing is fun.

TRUE STORIES

Speculation, gossip, chit-chat, libel and slander? Not a single word of it. Read the truth. Read AMIGA POWER's news pages. And MARVEL.

CENTER COU

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Acid
Author: G Fritsche
ETA: March

Tennis. On the Amiga. With bells on.

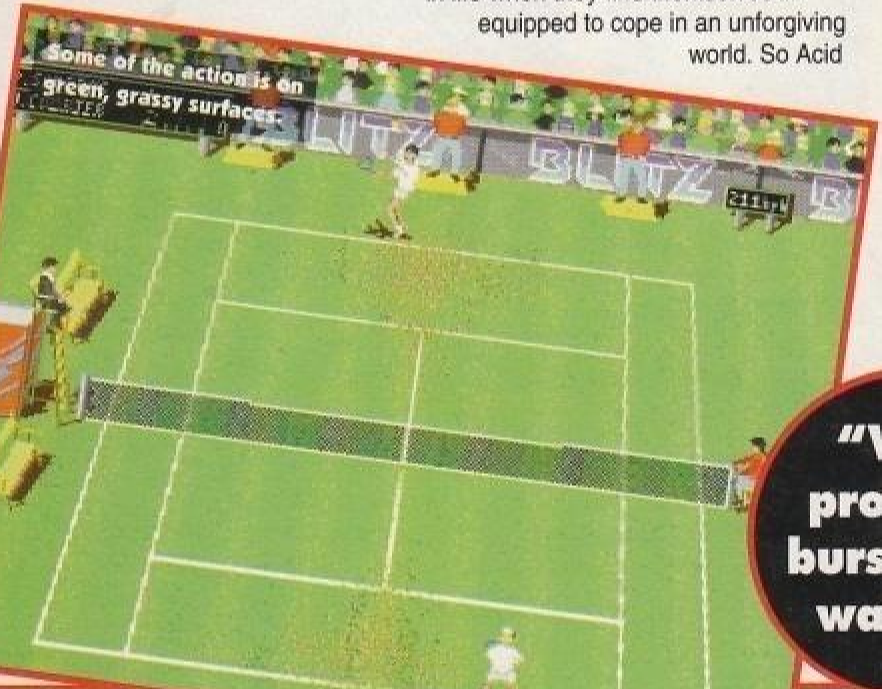
We don't know about you, but we could do without all this.

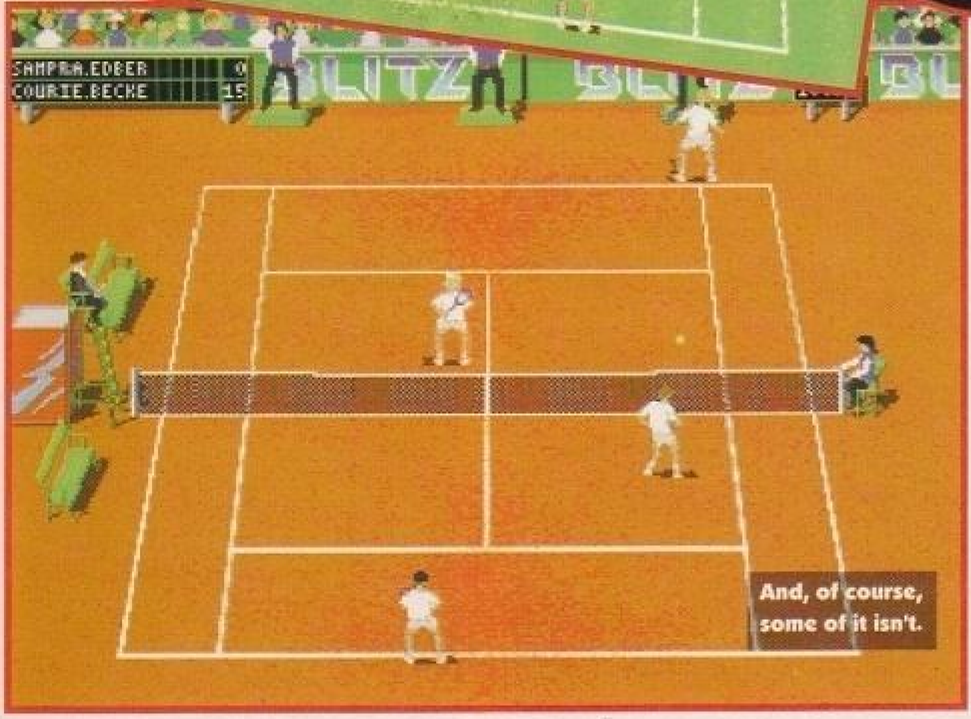
Nobody likes a favourite. Favourite pupils might get special attention from teacher, but the rest of the class scorn them and steal their dinner money. And favourite sons and daughters have cossetted upbringings, but pay for it later in life when they find themselves ill-equipped to cope in an unforgiving world. So Acid Software, who currently seem to be AMIGA POWER's favourite games publisher, had better watch it.

They've only got that way by consistently turning out fantastically good games, of course. Games like *Skidmarks, Guardian, Roadkill* and, we suspect, the sadly-delayed *Skidmarks 2*. Were they ever to let their standards slip for even a moment, they would suffer with the rest of them. For the time being, however, we seize upon each new game they send us with relish.

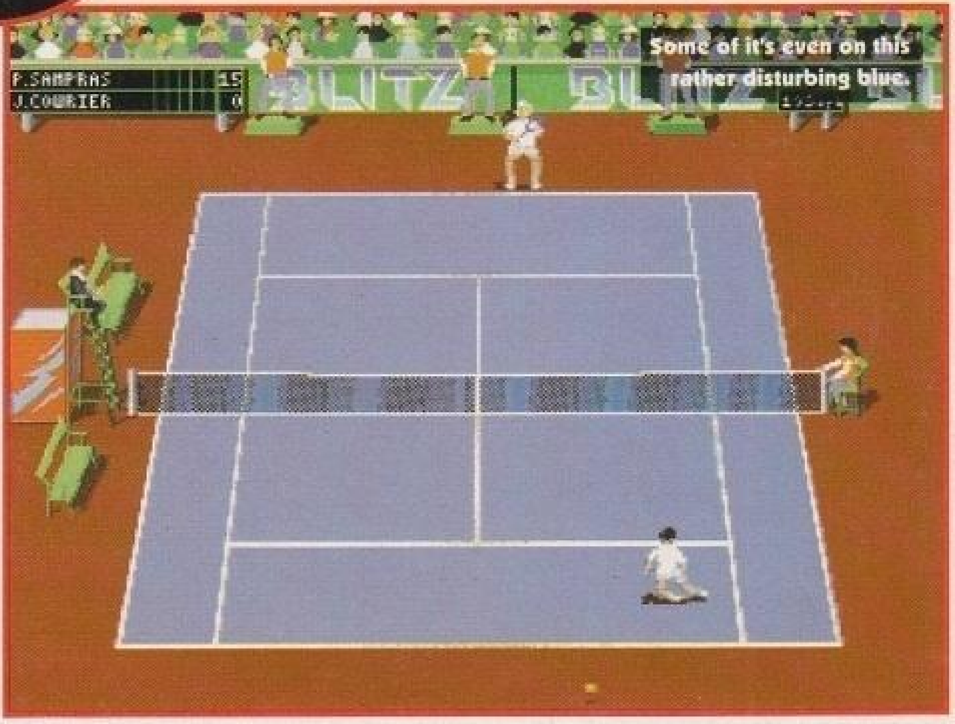
Center Court arrived entirely out of the blue, and even in its current unfinished state is the best tennis game any of us have ever played. And it seems to have been as much of a surprise to Acid as it was to us. It's actually been written by a mysterious German programmer called G Fritsche, about whom we know nothing, and it's been done using Blitz Basic, the language Acid used to write *Guardian*. Further delving reveals that it was originally an entry in a Blitz Basic competition run by our neighbours on Amiga Format. Acid are planning to tweak the game a bit and then release it very soon as part of a compilation ("Possibly with some other great multi-player games including a very good *Bomberman [Dynablaster]* clone and a cool *Gravity Wars* thing," reveals Acid's Simon

> **"We'd probably burst if we waited"**


Some of the action is on green, grassy surfaces.



And, of course, some of it isn't.



Some of it's even on this rather disturbing blue.

And this.

RT

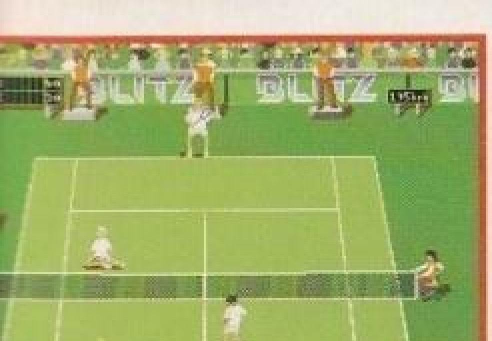
Armstrong, excitingly). But we'd probably burst if we waited until Acid's plans have been finalised before telling you about it, so here goes.

There's only so much you can do with a tennis game, and *Center Court* doesn't have anything particularly unique about it. There's a tournament mode, which is handy, along with a variety of surfaces to play on, both singles and doubles matches, and a career mode in which you get experience points as you win matches whih can be assigned to various aspects of your game. Acid are hoping to incorporate a four-player doubles mode before they release it, but apart from that there's nothing in *Center Court* that hasn't been seen in a dozen other tennis games.

But it just 'feels right', somehow. The ball zips about at a tremendous pace, and a carefully-placed serve will need lightning reactions to return – just like real tennis. Serves are achieved by first pressing fire, and then holding down the joypad for a bit, which allows you to place the ball just about anywhere you like. And once the ball's moving about you've got a full range of shots at your disposal. Meanwhile, the crowd applauds and goes "Ooh" a lot.

Tsk. You're not convinced, are you? Just take it from AP: *Center Court* looks like it'll be fun, in much the same way as *Super Tennis* on the SNES transcended its tennis-ness to become one of the best games of any type on the machine. If Acid just take out the unnecessary digitised photographs, tidy up the presentation a bit and perhaps incorporate a 'clack' sample for when the ball skims off the top of the net, it may well turn out to be the Amiga's best tennis game yet.

● *JONATHAN DAVIES*



If they do manage a four-player option AMIGA POWER will be several days late on sale. Sorry.

TRACKSUIT MANAGER 2

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Alternative
Author: In house
ETA: March

Did you know that every disposable nappy ever used lies intact in a land-fill site somewhere, a dormant biological disaster just waiting to explode? I mention this because it struck me that there will soon be a similar overloading of the world's fragile eco-structure by redundant footy manny games, whose numbers seem to be spiralling dangerously out of control.

With this thought in mind, I challenged Alternative's Roger Hulley to explain himself. Why should we be looking forward to this game? What separates it from the herd?

"Er, well..." he replied. "Have you ever played *Tracksuit Manager*?"

Indeed I have. The idea behind it was that the world (and his annoying younger brother, natch) was crying out to play a football management game without all the tedious financial aspects, concentrating solely on the tactics. It was also the game that pioneered in-game running commentary, with a text description in the style of a football commentary letting you know what was happening on the pitch in plenty of detail. And it was rather good. If not quite brilliant.

"Well, it's like that only better," claimed Rog. "It'll be really fast – no having to make cups of tea while the results come in, for example, unlike another WELL KNOWN FOOTY GAME that we won't mention.

"Also, it'll have a pretty advanced and revamped tactical engine, with the player choosing formations and playing styles as well as player positions and roles – you know, nominating penalty takers and the like. Also, if you play somebody out of position you'll really notice it. Unlike, for example, another WELL KNOWN FOOTY GAME that we won't mention.

"And, of course, it'll have all the English league clubs and some of the conference teams. And we'll be making extra sure that all the data will be fully up-to-date on the day of release."

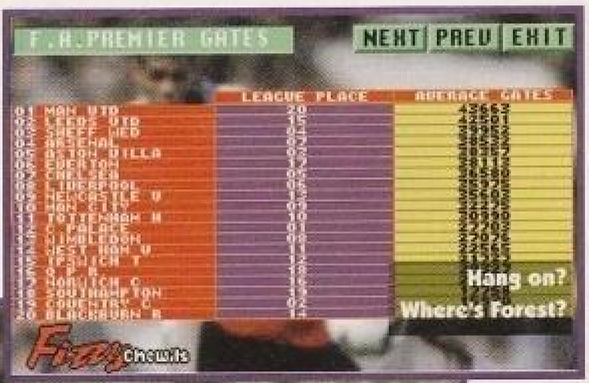
Will Bath City be in it then?

"Who?"

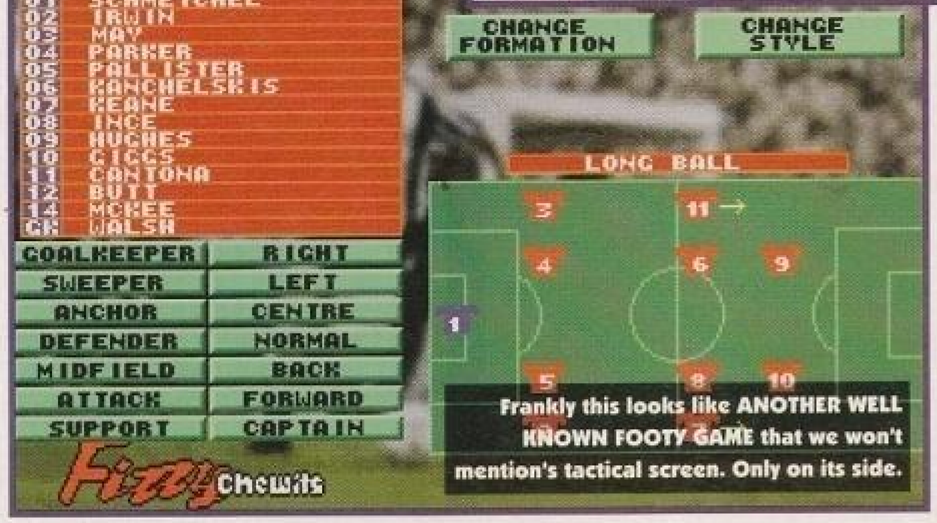
Oh. I see...

Tracksuit Manager 2 will be in for review next month, allegedly, and you can be sure that we will dissect it carefully before either elevating it to the giddy heights of world-wide success or relegating it to the toxic dump of life.

● *STEVE FARAGHER*


F.A.PREMIER GATES
NEXT
PREV
EXIT
LEAGUE PLACE
AVERAGE GATES
01 MAN UTD
02 LEEDS UTD
03 SHEFF WED
04 ARSENAL
05 ASTON VILLA
06 EVERTON
07 CHELSEA
08 LIVERPOOL
09 NEWCASTLE U
10 MAN CITY
11 TOTTENHAM H
12 C PALACE
13 WIMBLEDON
14 WEST HAM U
15 IPSWICH T
16 Q P R
17 NORWICH C
18 SOUTHAMPTON
19 COVENTRY C
20 BLACKBURN R
Fizzy Chewits

Hang on? Where's Forest?

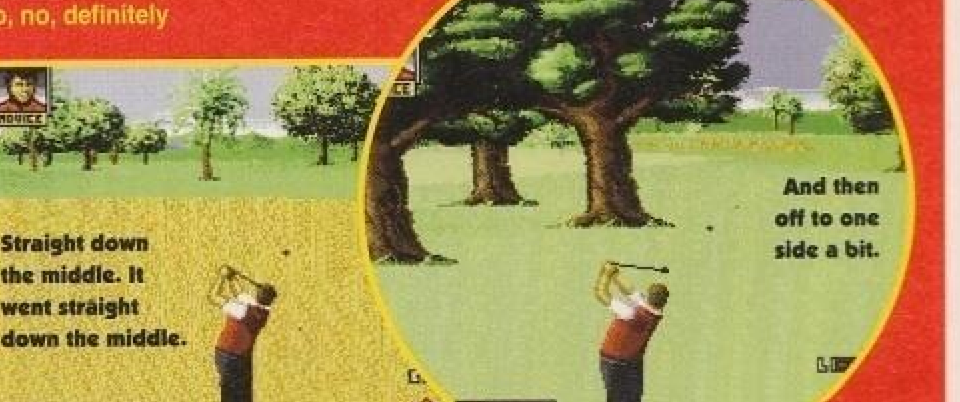

MAN UTD
TACTICS
01 SCHMEICHEL
02 IRWIN
03 MAY
04 PARKER
05 PALLISTER
06 KANCHELSKIS
07 KEANE
08 INCE
09 HUGHES
10 GIGGS
11 CANTONA
12 BUTT
14 MCKEE
GK WALSH
CHANGE FORMATION
CHANGE STYLE
LONG BALL
GOALKEEPER
SWEEPER
ANCHOR
DEFENDER
MIDFIELD
ATTACK
SUPPORT
RIGHT
LEFT
CENTRE
NORMAL
BACK
FORWARD
CAPTAIN
Fizzy Chewits

Frankly this looks like ANOTHER WELL KNOWN FOOTY GAME that we won't mention's tactical screen. Only on its side.

NICK NICK

Anyone attempting to pick the best golf game on the Amiga would have a terrible dilemma on their hands. *Nick Faldo?* No, *PGA European Tour.* No, *Nick Faldo.* No, no, definitely *PGA European Tour.* No...Oh dear.

Anyway, *Nick Faldo* is really good, particularly in its revamped CD32 form (AP36 88%). But that, as it transpires, isn't the end of the story. Grandslam will shortly be releasing a *Deluxe Edition* (of it) which sounds even better still. We're slightly confused as to how it's being improved, exactly, but the graphics are supposed to be even better still, there's more speech and the controls have had further tweaking. What a month, eh, sportsters?



Straight down the middle. It went straight down the middle.

And then off to one side a bit.

ANGST

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: DEM Software
Author: John Georgeadis (code), Donald E Kittle (graphics), DEM (design)
ETA: Mid-1995

We first saw this Canadian *Dungeon Master*-with-guns game back in AP44, when it was called *Paranoia*. WHY HAVE THEY CHANGED THE NAME?

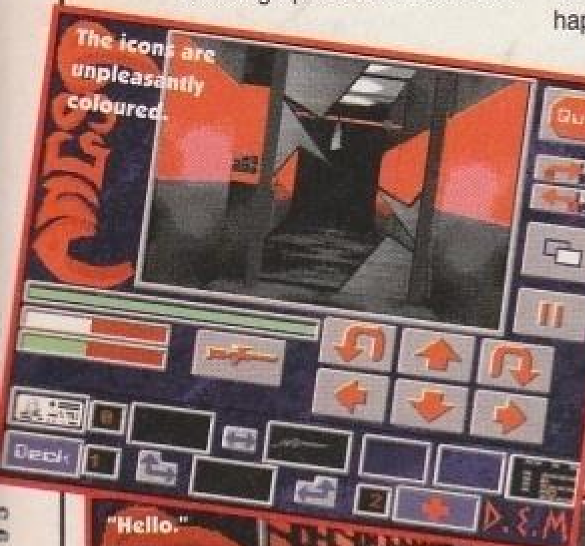
Anyway, *Dungeon Master*-with-guns it is and, as the accompanying notes waffle pompously (why do programmers insist on writing docs in the literary equivalent of John Gielgud declaiming the role of Titus Andronicus? "*Angst* is a first-person-perspective space RPG that smoothly scrolls the star of the game through dank, dilapidated hallways of a cargo freighter" indeed) the designers were inspired by the creepy erk-it's-round-the-cornerness of the Alien and Aliens films. Recalling fondly the 8-bit Electric Dreams version of Aliens, which with the barest graphics and sound that went bip-bip-bip-bee-bee-BEEE when an alien rushed out at you managed to be one of the authentically scariest games ever, I sat down to the demo of *Angst* with Glee, the Orange Juice of Champions.

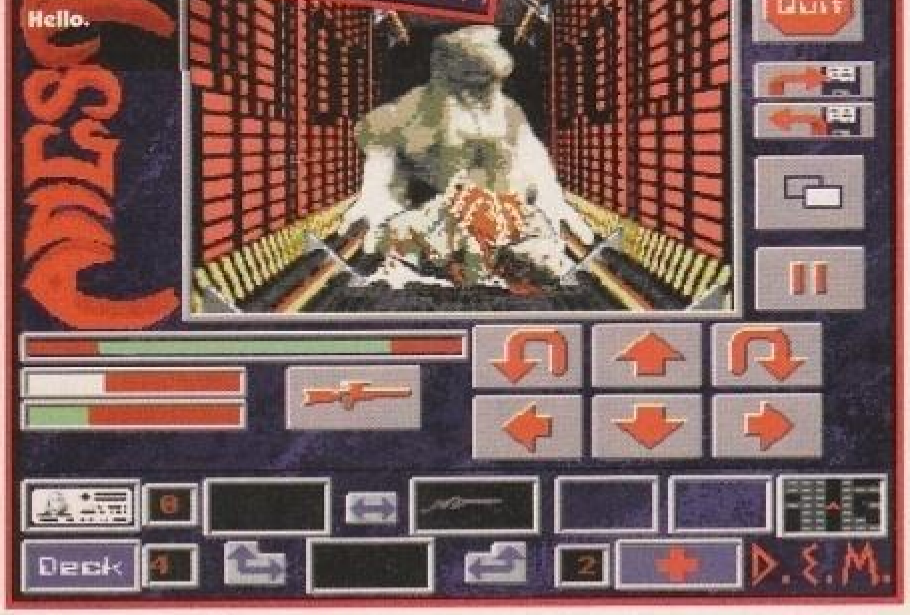
The plot remains the same: you, a humble lift operator, are somehow the sole survivor of an alien attack on a big spaceship. YOU MUST ESCAPE. Because you are such a lowly employee, you don't have clearance for security doors and the like, so must loot the bodies of people you find for passes and equipment. Apparently all the monsters have been drawn on special computers so they look unpleasantly soft and extra-scary, but, oddly, despite the paragraphs given over to explaining the special drawing techniques no mention is made in the notes of the sound, which is terrific. You can listen with apprehension to monsters breathing in the distance, tremble to their thumping footsteps as they prowl the corridors and quail before their grotesque trumpeting as they spot you and give chase. Let us hope you have not run out of bullets when this happens, as the multi-decked spaceship is (gngh) a maze, with dead ends and everything. (It does say in the instructions that the dead ends are a 'feature' though, so that's all right then.)

"Corridors and quail"

Angst shall appear sometime next month, when we shall pass judgment on whether its intriguing mix of get object-use object puzzles and ka-chak BLANG! monster death terror action is indeed a Good Thing.

● *JONATHAN NASH*


The icons are unpleasantly coloured.


"Hello." Hello.

ONE OF OUR FAVOURITE FILMS

WIN!

Do you know how sometimes a film doesn't have to be all that good to be enjoyable? Well, Medusa Pictures are releasing Evolver for video rental in mid-April, and although it's complete nonsense throughout, and every twist and turn is entirely predictable, it's still a bit of a hoot.

Directed and written by Mark "Who?" Rosman, and with a full star line up including Ethan "Eh?" Randall and John De "Never Heard Of Him" Lancie, Evolver's all to do with computer games and robots and things, and therefore just about qualifies for us to mention it here.

"Parcel for the name of Robinson."

Thrill! As the main teenager wins a hyper intelligent robot in a Virtual Reality arcade contest!

Swoon! At the exciting home laser tag games, with the Evolver robot roaming the house firing rubber balls and the kids returning fire with laser guns!

Gasp! As the Evolver turns out to be the offshoot of a military program, goes a bit raving mad bonkers and starts replacing its rubbery projectiles with ball bearings and steak knives!

In a kind of Short Circuit meets Freddy Kruger scenario, the movie flits amiably across the retina for a good 90 minutes and, either intentionally or otherwise, features numerous prime comedy moments, from the video recording of the military version gunning down soldiers to the laughable way every victim is hit in the leg first so that the Evolver has a chance of keeping up with them on its little trundly wheels.

Bang.

It's hugely entertaining in an airhead, trashy kind of way, and we've got five copies to give away. All you have to do is tell us the names of the computer in Blake's 7 that was clearly built out of a fish tank, and the computer that Twiki wore as a medallion in Buck Rogers. Write the answers on the back of a postcard and send it to "I Fancied Genna More Than Calley", AMIGA POWER, 30 Monmouth St, Bath BA1 2BW before the end of April.

REJOICE! OH, REJOICE!

THIS ONE'S BETTER THAN THAT ERIC SYKES SKETCH COMPO

Yup, it's compo winner time again, and the first lot are profitting from the US Gold compo we ran back in AP43, in which we challenged you to send us a picture of you playing golf in an interesting or unusual place. Needless to say, not many of you backpacked up the Himalayas with a four iron and a Polaroid camera, but a good many of you cut out pictures and faked it convincingly. Well, reasonably convincingly. Anyway, the winning picture was hilarious, but we've lost it so you'll just have to take our word for it.

David Goffin from Guisborough won the CD32, the lucky chappy, and all of these people got US Gold goody bags:

Craig Stokes, Poole
Mark Thomas, Brighton
Rebecca Thornton, South Shields
Windolene Drandaltzis, Nieuw Vennup, Holland
Richard Delafield, West Houghton
Charlie Worsley, Guernsey

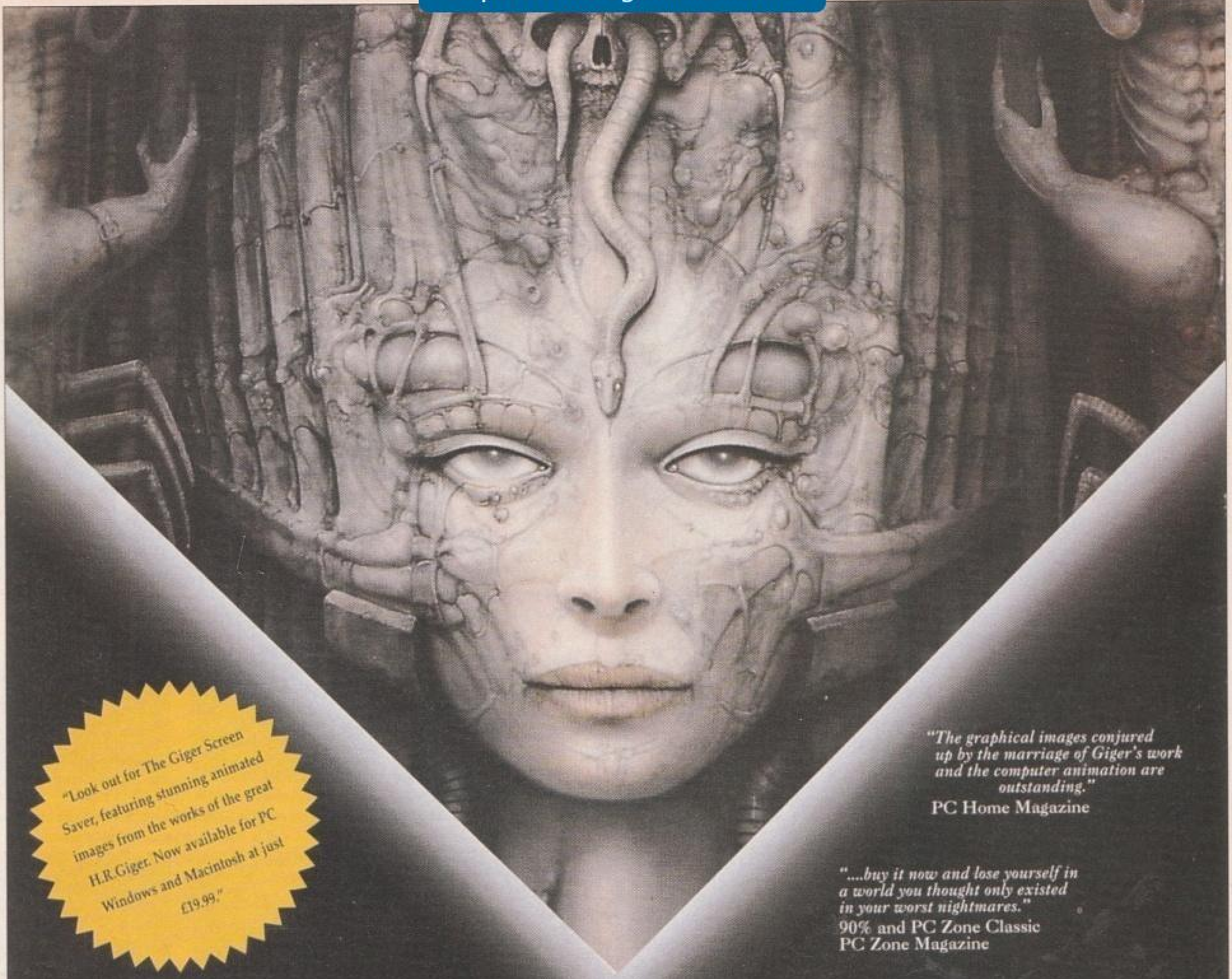
DREAM ON SUNSHINE COMPO

AP42 saw Empire offering tickets for ten to Alton Towers (the theme park now sinisterly linked to AMIGA POWER) in our *Dream Web* compo. All you had to do was link the descriptions of dream-related movies to their titles thus:

- ● The Muppet Christmas Carol saw Michael Caine being mourned by a frog, a pig and a bear.
- ● The Last Temptation of Christ saw our hero waking up nailed to a cross.
- ● T2 saw a woman dreaming that the world was destroyed by nuclear explosions.
- ● A man dreamt of being a fashion designer in The Secret Life of Walter Mitty.
- ● Harrison Ford dreams of unicorns in Blade Runner.
- ● Is a mineworker actually a spy? We find out in Total Recall.
- ● A young girl kills a pair of old ladies in The Wizard of Oz.
- ● Winnie the Pooh dreamt of sweet-toothed monsters.
- ● A little girl overthrows the monarchy in Alice In Wonderland.
- ● The dramatic waterfall rescue was a dream in Canoe Squad: The Movie.

Tracy Owen from Bristol knew all this already, and we reward her with ten tickets to Alton Towers, whereas this lot get a pair of tickets each and a copy of *Dream Web*.

Heather Shaw, Huddersfield
Alex Smith, Stevenage
Alan Butler, Glasgow
Susan Weeks, Plymouth
Rob Moseley, Cheltenham



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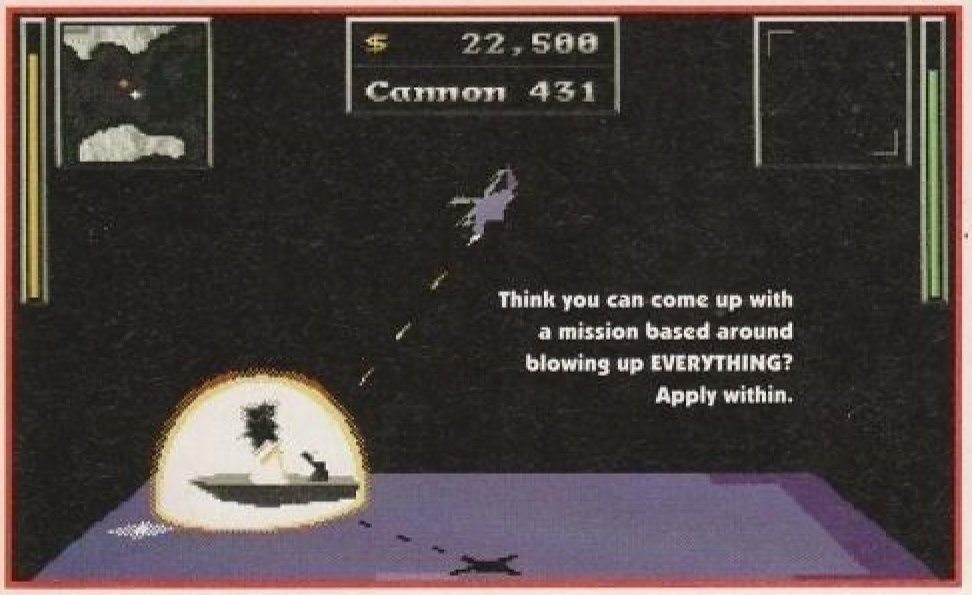
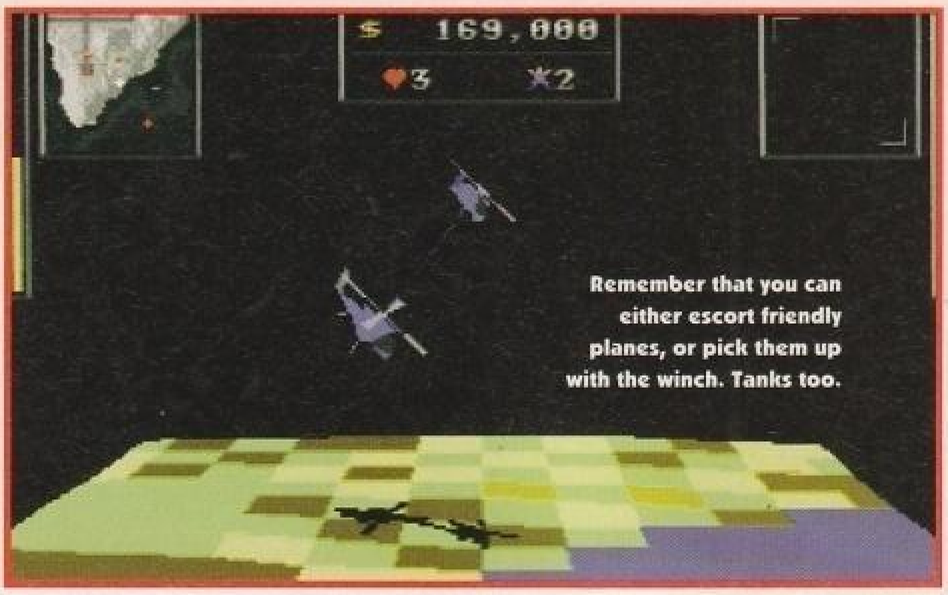


Think you can come up with a mission based around blowing up EVERYTHING? Apply within.



Remember that you can either escort friendly planes, or pick them up with the winch. Tanks too.

"THE ASSYRIANS CAME DOWN LIKE ZEEWOLF ON THE FOLD..."

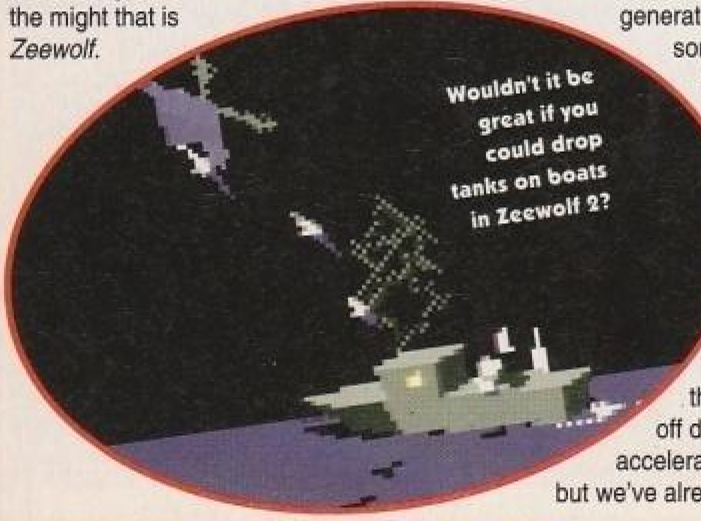
Zeewolf is about to sire an offspring. And you can be part of it.

At least that's what Lord Byron *(Father of Ada, the flaky programmer of Babbage's Analytical Engine. – Ed)* reckoned in his fearsome poem Destruction of Sennacherib. Sort of. And you know, even though he's been dead for over 170 years now, we feel that if he were around today, he'd agree with AMIGA POWER that when it comes to shooting-at-domes-from-helicopter games, *Zeewolf* (AP44, 90%) is the poet's only choice.

Maybe it's due to the programming genius of Count Wilton, Lord Of All Spheres, or maybe it's because it cleverly takes the best bits from *Desert Strike* and the classic *Virus*, but for whatever reason, it's a smart and dandy shooty game of epic proportions and impressive length. But now, we're told, a single game simply isn't enough to contain the might that is *Zeewolf*. Prepare yourselves, mere mortals, there's a sequel afoot.

NEW STUFF

Asylum are taking this opportunity to correct a few of the original game's annoying glitches (such as the guns locking onto dead enemies) and also adding to the original. You'll now be able to take to air, land or sea in your pursuit of sobbing and poorly-armed enemies thanks to the introdution of tanks, boats and new aircraft. We've seen this kind of thing before of course, ironically in the sequel to the game that *Zeewolf* was inevitably compared to, but unlike the linear way vehicle swaps are used in *Jungle Strike,* Asylum plan to turn them into a puzzle element. For instance, you might have to airstrike a base protected by radar-guided missiles, but first have to knock out a bunker housing a generator using the tank. Or something like that anyway. One thing we noticed when we played it was that even though you could pick tanks up and then twirl them round really fast, they just dropped down when you released them instead of flying off due to centrepetal acceleration like they should, but we've already told Asylum, and they're considering changing it. Such is our might.



Wouldn't it be great if you could drop tanks on boats in Zeewolf 2?

NEW CHALLENGES

Now whereas the readers of other magazines might flee in terror and dash for cover before the inevitable onslaught of *Zeewolf 2,* we know you're of hardier stock. Whenever we set you the challenge of contributing to a game rather than passively consuming it, you rise to it admirably, adding actual levels or characters to *Cannon Fodder 2* and the *Shadow Fighter* expansion pack. Binary Asylum are absolutely gagging for new ideas for *Zeewolf 2,* and after giving them a bit of a slap behind the bike sheds, we've got them to agree to stump up some prizes as well, so the designer of the best level will get:

- His (or her) name credited before the level in the finished game.
- A copy of the game, natch.
- £200 of honest-to-goodness CASH!

Since we know you're all great, Asylum aren't putting an upper limit on the number of levels that they'll include in the game, so the runners-up will get all the same honour and glory as the winner, plus a copy of the game, but not the cash. Never mind though, that's what being a runner-up's all about, isn't it? So pens and pencils at the ready, and plough your way through these easy-to-follow instructions:

EASY-TO-FOLLOW INSTRUCTIONS

1 Photocopy the map, enlarging it up to at least A4-size, or draw it out a couple of times.

2 Place bases on the islands: blue for friendly bases, red for enemy ones. Add any roads, but make sure they only run vertically or horizontally. No diagonals. Clearly mark buildings as squares and domes as circles. Add your helicopter's supply ship.

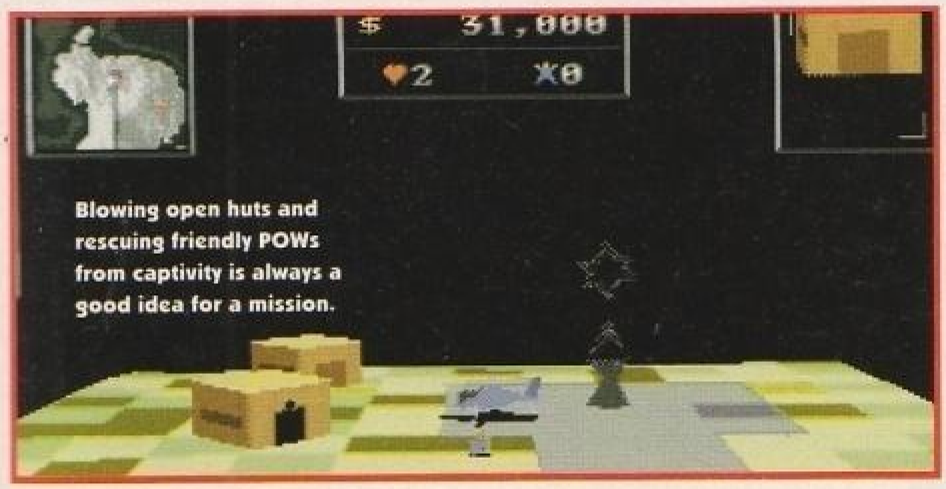
3 On the same map as the buildings, mark all friendly and enemy ground vehicles and weapons. It doesn't matter if you write next to them, or use coloured dots or little shapes, just put a clear key at the side so we know what you're on about. There's no upper limit to the number of vehicles, but anything over about 50 would be getting silly. The vehicles are on the next page.

4 Mark the routes of moving vehicles clearly with lines and numbered waypoints. For convoys and mass attacks, you only need one line. Don't ask us why, but boats can't move at all.

5 On the second map, repeat steps 3 and 4 for enemy aircraft.

6 Write a mission plan. You can have up to four stages, and each must be clearly explained in a couple of lines, eg 1 – Destroy all enemy planes. 2 – Destroy enemy base defences, etc...

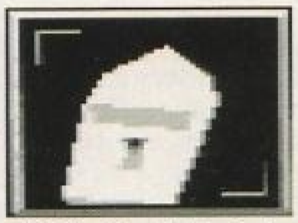
7 You should now have two easy-to-read maps and a mission briefing. Add your name and address, staple them all together and send them (before March 31st, 1995) to I'm Confused – What Exactly Was The Link Between A Dead Romantic Poet And A High Tech Killing Machine? Compo, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW.



Blowing open huts and rescuing friendly POWs from captivity is always a good idea for a mission.

BEAR – Enemy tank. HIPPO is amphibious version.

VTOL – Blue ones are friendly, green are lethal.



SHARK – Rapid firing but immobile enemy boat.

PELICAN – Protect these on escort missions.

WASP – Weak enemy. VULTURES are meaner.

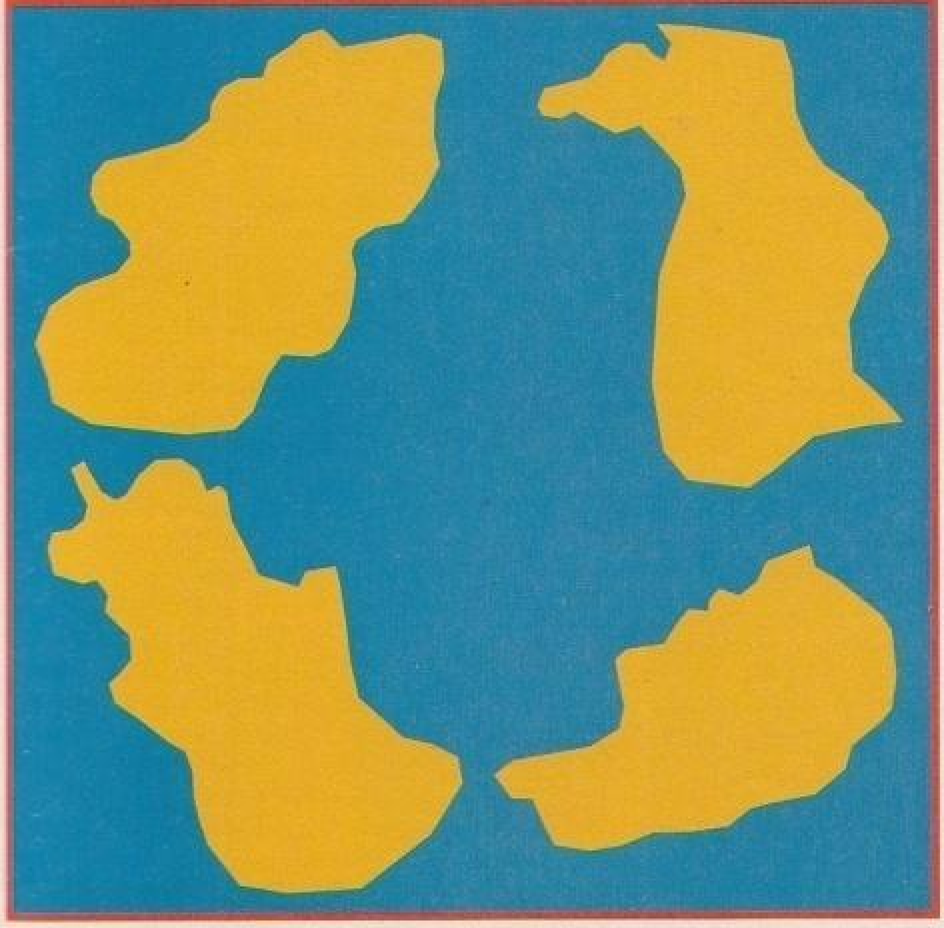
MANTIS – AAA battery. COBRAS fire missiles.

CAMEL – Mobile friendly fuel and ammo resupply.

WATCHDOG – Enemy radar that locks missiles to you.

RHINO – Enemy mobile AAA with fast rate of fire.

FOUR ISLANDS AND SOME WATER



Adopt a strange accent and give false names to...

KANGAROO COURT

NO 10

IT IS THE SAME. BUT IT IS DIFFERENT

THE CRIME: Games that are like other games but are not as good as those games.

THE CASE FOR THE PROSECUTION: Now this is one we cannot understand. Like people enjoying Stargate or thinking 'Beat' Takeshi is a competent director, the concept of someone releasing a game that is like another game but which is not as good a game as that game is so utterly alien to us that we simply fail to grasp it. It's understandable up to a point – a company looks at, say, *Sensible Soccer*, a massively popular game creating a benchmark in its field and thinks, hello, there's money to be made here – but ignoring the reasons why *Sensi* was so much fun and instead banging out, for instance, *Manchester United Premier League Champions, Football Glory* or *World Cup Year '94*, clones that succeed only in parroting *Sensi*'s look, absolutely confuses us.

It's the same in every genre. *The Secret of Monkey Island* changed the face of point-and-click adventures FOREVER!, except, of course, it didn't as, for example, *Universe* and the *King's Quest* and *Leisure Suit Larry* series went to show. *Mortal Kombat* demonstrated that beat-'em-ups could work on the Amiga: *Dangerous Streets, Elfmania, Risible Robots* and, er, *Mortal Kombat 2* reiterated they couldn't. *Second Samurai* shook the platform game by the throat: *Dennis* and *Marvin's Marvellous Adventure* shook it limply by the hand. *Sabre Team* showed up *Hero Quest* and made it look like a rubbishy old boardgame: *Hero Quest 2* showed up and looked like *Hero Quest*.

Why do companies persist in these futile ventures? We keep explaining they're rubbish, Amiga owners keep from buying them, publishers keep turning up with more of them. Hey – carry on like this and we'll start to think the games themselves don't matter to you companies and that instead of investing time and effort in nurturing talented programmers like the people behind *Gravity Force 2* and *Shadow Fighter*, you're more interested in quick slackly-programmed cash-in lookalikes to fool indulgent grandparents and stupid fanboys, eh? Eh? Eh?

You vicious scummy pointy-headed impotent incestuous child-murdering friendless bastard spawn of a weasel.

THE PENALTY

First offence: 20%-50% off
Second offence: 40%-98% off
Third offence: Death.

ISLE NOT BE BACK

Fans of complicated German strategy games were dealt a blow this month with Blue Byte's announcement that they'll no longer be writing Amiga games, preferring instead to concentrate on the PC. That means there's no chance of seeing *Battle Isle 2*, which is a shame as the PC version is absolutely brilliant. Blue Byte claim it was a tough decision to make. But they made it anyway.

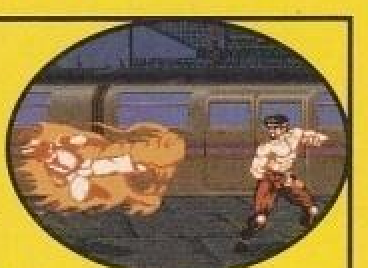
SNOW SENSE TO IT

We were just wondering: Why are thousands of Amiga owners buying US Gold's *Winter Olympics* every month – it's been riding high in the charts for ages. Look, it's awful (AP36 48%), and the *Winter Olympics* were dead and buried over a year ago. Maybe some shops are selling unsold copies off cheap. But that's no excuse. What's the matter with you all? Stop it.

AMIGA POWER RECOMMENDS

And when AMIGA POWER recommends, the world takes notice. Or it should.

SHADOW FIGHTER



(AP46 91%)

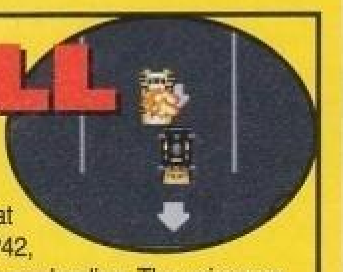
To Mr Software Publisher, searching frantically for inspiration, a beat-'em-up must sound temptingly straightforward. A few characters to choose from, some attractive parallax backgrounds, and some punches and kicks, and you've got yourself a *Street Fighter* beater. But no! There's much more to beat-'em-ups than that, as *Shadow Fighter* proves with its excellent range of characters, subtle special moves, cheeky combos and an overwhelming sense of fun. Play it.

SUBWAR 2050

(AP45 82%)

Submarine simulators will never be exciting, because the friction caused when objects are forced through water means everything happens at a slow pace. But *Subwar 2050* is a highly successful attempt to inject a bit of 'oomph' into the genre, with a sinister setting and a range of futuristic weaponry. In many ways it's more like a flight sim than a submarine sim, because the vessels of 20 years hence are so manoeuvrable.

ROADKILL

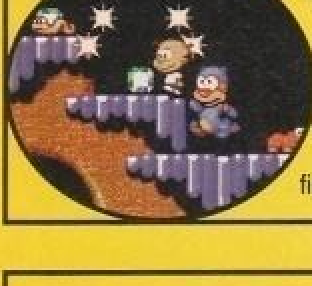


(AP45 84%)

If you're in any doubt as to whether games can be as exciting as real life, try out *Roadkill*. If we were to repeat the experiments of our Games vs Reality feature in AP42, the equipment would quite possibly malfunction due to overloading. The voiceover, which hisses "Take his life!" and "Get the Super Jackpot!", has a lot to do with this, as do the terrifying homing missiles and spiked-studded walls. For now, at least, it remains our favourite overhead-view driving game.

BUBBLE AND SQUEAK A500

(AP45 83%)



If *Bubble and Squeak* is not a huge sales success then a terrible crime will have been committed. That's why we're featuring the A500 version on one of our coverdisks this month – so that you may try it out and see for yourself what a fine game it is. The two-character idea is a good one, and works better in the 500 version thanks to the improved intelligence of the computer-controlled Blue Thing. And the puzzles are fiendish, and the action frequently bizarre.

THE DELPHINE CLASSIC COLLECTION

(AP46 90%)

It's hard to imagine a more sensible way to spend £30 than this. For your money you get a huge box packed to the gunnals with disks, each one forming a component of one of Delphine's famous adventure games. *Future Wars* and *Operation Stealth* are old but still good, *Cruise For A Corpse* is a terribly good detective game. *Another World* is a wonderful

RUFFIAN

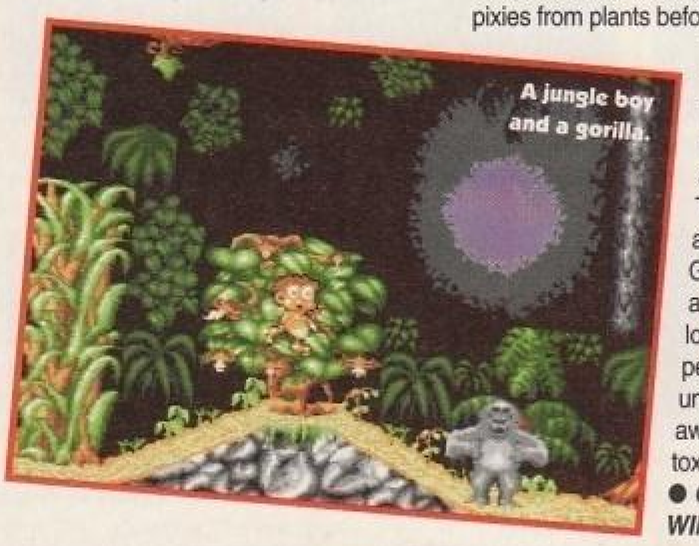
Runs on: A500, A600, A1200
Publisher: Grandslam
Author: Bob Tomlinson, Mike Farrington
Release: Easter

I could be charitable about *Ruffian* and say that it's not yet ready for release and that the game's going to be tweaked and that I've only seen the first level so it might get better later on, but why bother? It's going to be another useless platform game devoid of feeling, entertainment and interest. I look forward to the game being released so that some other member of the AP team can spend a miserable afternoon listlessly playing this before slagging it off mercilessly.

Have you ever wondered who buys these games or why software companies even bother to release this junk? I'll tell you. Games of this low-quality ilk are marketed specifically to appeal to parents and grandparents who know nothing about games but think that a game with a cute jungle boy on the box will be far more entertaining and less damaging to the development of their offspring than one fronted with a full-colour picture of a bloke shoving four feet of cold steel through an alien rhino-man. If companies get enough copies of this tat on enough shelves, then someone, somewhere will buy a copy.

Games like this are proposed by men in suits who refer to games as "products" and get all their information about "the kids" from computer trade papers, the same papers that reckoned *Rise Of The Robots* was a good thing because Time Warner Interactive had spent a small fortune on TV advertising.

So what do you want to know about the game then? That you've got to rescue pixies from plants before they're digested? That if you leave the Ruffian alone for long enough, he makes kooky faces and waves at you? That it's coming out at a budget price? If Grandslam have got any sense, they'll lock every copy in a petrol filled basement until the disks melt away into green, toxic sludge.



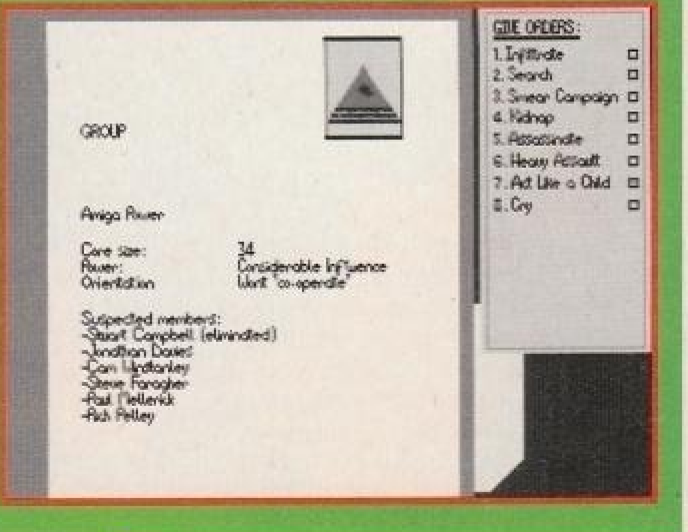
A jungle boy and a gorilla.

● **CAM WINSTANLEY**

IN THE STYLE OF

Being suckers for anything with us in it, we found Eddie Ross of Victoria, Australia's A Big-Name Software House's Campaign Against AMIGA POWER In The Style Of *Floor 13* tremendously amusing (*Floor 13* being an obscure point-and-click adventure from 1992, distinguished by its black-and-white graphics). We're printing it a bit bigger than usual so you can read the tiny writing. In fact, the only thing wrong with it is a minor grammatical error whereby 'won't' is spelled 'wont'. But this is so insignificant that we've only reduced Eddie's mark – otherwise 4/10 – by 2, so he scores 2/10 and will be receiving £40-worth of games in the post.

Should you wish to contribute to In The Style Of, and earn the chance to win up to £200-worth of free games, send your entry on a Deluxe Paint-readable disk marked with your name and address to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.



GROUP

Amiga Power

Core size: 34
Power: Considerable Influence
Orientation Wont "co-operate"

Suspected members:
-Stuart Campbell (eliminated)
-Jonathan Davies
-Cam Winstanley
-Steve Faragher
-Paul Mellerick
-Rich Pelley

GIVE ORDERS:
1. Infiltrate ☐
2. Search ☐
3. Smear Campaign ☐
4. Kidnap ☐
5. Assassinate ☐
6. Heavy Assault ☐
7. Act Like a Child ☐
8. Cry ☐

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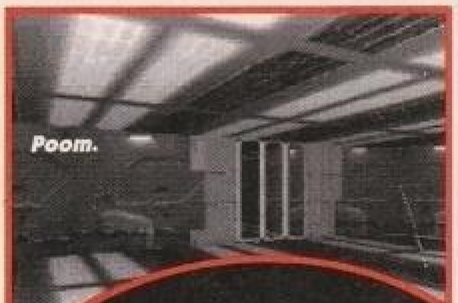
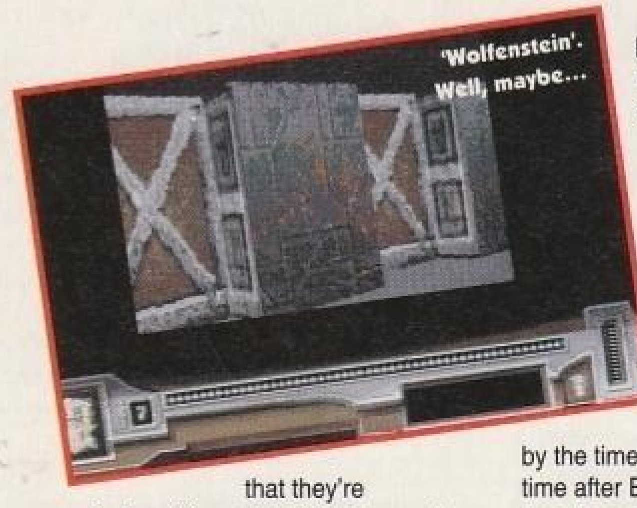
DOOM ON THE AMIGA 2

"No, come on, when?" pleads AP reader Roy Nesbit of Crewe. Again, we answer him.



Poom.

Getting warmer.



'Wolfenstein'. Well, maybe...

So *Death Mask* is out, then (see page 40). And it's sort of all right, but not *Doom*. AMIGA POWER has therefore been investigating the progress of the Amiga games industry since our feature in AP45. Are we any closer to seeing *Doom* – but on the Amiga?

Yes. Grandslam this month disclosed that they're negotiating with a mysterious group of programmers in Poland (or somewhere – like everything else *Doom*---but-on-the-Amiga-related, they're shrouded in secrecy) who're working on a game with the working title *'Wolfenstein'*. Now, *Wolfenstein* was the game that came before *Doom* on the PC, so Grandslam will have to change the name before they release it, but apart from that it looks rather promising.

We've only seen an incredibly early demo of *'Wolfenstein'* – just one level without any monsters in it. (We did bump into a sort of skeleton thing, but he didn't give us any trouble, and we didn't have a gun to shoot him with anyway.) But it's got a pretty authentic *Doom* look, with proper texture-mapped scenery instead of *Death Mask*'s trick 3D. And the screen bobs up and down as you walk. There's even some unpleasant rave music in the background which must be a good sign. The only thing is, the view moves around a little jerkily, but this may well be improved by the time the game is released "some time after Easter".

Even more *Doom*-looking, however, is the poorly-titled *Poom*, which made its way to AMIGA POWER by a rather circuitous route and seems to be some sort of shareware demo written by one Jarno Kilpi of Finland. As usual, it's in a semi-finished state and there are no monsters to shoot, but the 3D scrolling is excellent, with moody scenery and doors that slide open sinisterly. The text file that comes with it suggests that the game has been knocking around since last summer, so if Jarno's reading (which he surely is), perhaps he could send us a more up-to-date version.

More fun than *Doom*.

But to be honest, the closest we've yet come to *Doom* – but on the Amiga came while we were reassessing *Knights Of The Sky* this month for *Dawn Patrol* comparison purposes. Jonathan and Cam had been pursuing each other around the heavens for a while and had damaged each others' engines. Circling lower and lower, they eventually found themselves on the ground, unable to get up enough steam to lift off again. So they were reduced to taxiing around, ducking behind buildings and trees and taking pot-shots at each other. And it was incredibly good fun.

"In fact it's better than *Doom*," says Cam, "because: a) you can change the view to, for example, an overhead one; b) you can cheat by taking off slightly and hoping your opponent won't notice; and c) it takes more skill because of the way your bullets arc, which means you can only hit your opponent at a certain range."

Try it and see, Roy.

NEW! Nothing may be withheld from...

THE DISSEMINATOR

There is only one excusable reason for buying an Amiga magazine other than AMIGA POWER and that is to compare their almost certainly ill-informed conclusions about games with our REVIEWS THAT ARE ALWAYS RIGHT. Well, THE DISSEMINATOR now imparts this information directly to your cerebral cortex. Each month we shall print the scores recent releases have received in each Amiga games magazine, saving you a magnificent £7.90 in wasteful mag spendage, and allowing our scores to stand PROUD AND TRUE while perhaps revealing DISTURBING TRENDS in the scores of others.

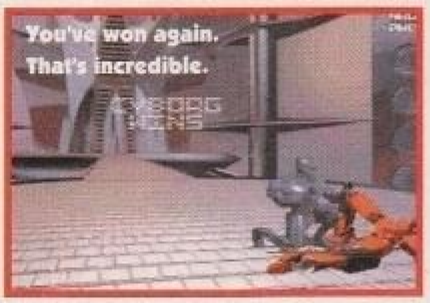
	The One	Amiga Action	AMIGA POWER
Aladdin	92%	92%	86%
All-New World of Lemmings	89%	87%	50%
Cannon Fodder 2	85%	80%	89%
Football Glory	74%	90%	68%
Guardian	88%	89%	90%
Jungle Strike	86%	90%	77%
Mortal Kombat 2	90%	93%	63%
Rise Of The Robots	59%	92%	5%
Sensible World Of Soccer	90%	95%	95%
Shadow Fighter	36%	90%	91%
The Lion King	77%	93%	59%
Tower Assault	86%	91%	46%
Zeewolf	80%	85%	90%

EVEN CLOCKWISER

It is more fun than it looks. Truly.

One of our favourite puzzle games of the last seven months is Rasputin's *Clockwiser*, a curious rotating-rectangles-of-blocks-around-into-the-right-sequence game which we awarded a hugely respectable 79% in AP40. And now it's coming out on the CD32, with 250 levels (as opposed to the disk version's 110) and a CD soundtrack, natch. The big just got bigger.

NO. BUT YES!



You've won again. That's incredible.

For those not content with handing over a mere £43 for the privilege of playing *Rise of the Robots*, it is now possible to visit your local amusement arcade and pay yet more. The *Rise of the Robots* coin-op has just been launched, and features many enhancements to the Amiga version including "more robots, a robot versus robot option and" – get this – "the ability to jump over opponents." Well done Time Warner.

DEBUNKING

"THIRD WORLD THREAT TO HIGH-TECH JOBS DEBUNKED," runs the headline on a press release we were sent this month by People Management ("the magazine for professionals in personnel, training and development"). The text goes on to explain: "Doom laden warnings that high-tech jobs in the UK will be lost to low-paying countries like India are massively over-simplified," and agrees with the US Labour Secretary, Robert Reich, that "international trade is working to your advantage". We felt we should pass this information on to you.

WIN! SMALL PLASTIC AIRCRAFT

As Empire departed our office having brought us *Dawn Patrol,* they left in their wake 20 small plastic aircraft, each doubly emblazoned with the *Dawn Patrol* logo. Their suggestion was that we pass them on to you, the readers, which we now intend to do. And we'll be packaging them in pairs, so that 10 readers may stage dogfights in their homes. First, however, you must tell us the number of enemy aircraft a World War 1 pilot was required to shoot down before being recognised as an ace. Write this information on the back of a postcard with your name and address and send it to:

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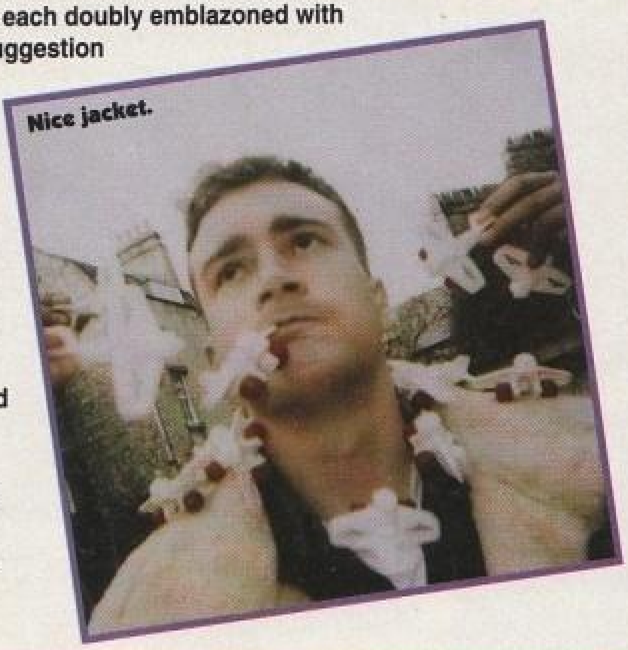


Nice jacket.

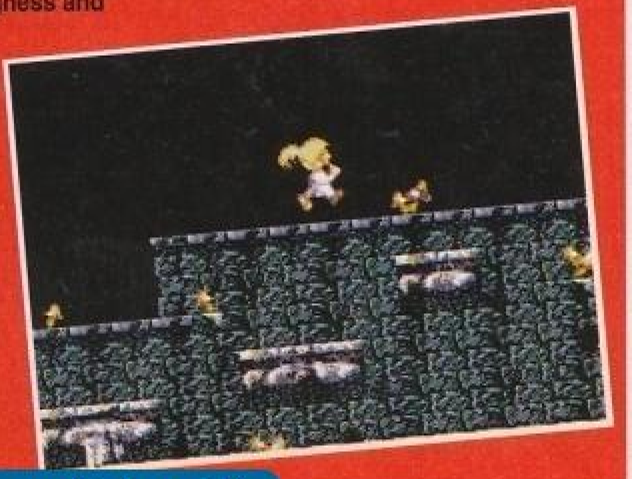
Bless the poor of the parish with...

Mystery Screenshot Corner

Correctly identifying January's picture of *Bio Challenge* caused little trouble to the keen-eyed disciples of the strange interlude that is Mystery Screenshot Corner. Many entrants supplied unlooked-for additional information on the company and programmers involved, while Christopher Hamilton of Grangemouth, Scotland missed the point entirely by mocking the screenshot's having been taken from Level One of the game so we threw his entry in the bin and bestowed championship upon Francis Bowers of Sheffield instead.

It is apparent that the mutation of Mystery Screenshot Corner from a vehicle to divine the identity of publicity photographs that had become detached from their explanatory letters into a parlour game of smugness and oneupmanship strikes a chord of concord in those foolhardy readers ever eager to test their mettle against the mighty beings of AMIGA POWER. Bear witness now to the retaliatory measures you begat as we demand of you the identity of the game of a screenshot whose fearsome powers of obscurity caused the Crawford Brothers, famous Victorian authors of Enquire Within Upon Everything, to flee shrieking into the night. Address your hopeful divinations to Arthur C Clarke's World of Strange and Mysterious Screenshots, with the traditional continuation.

Your reward for such a testing venture? Our complicated and seemingly contradictory secret rules do not permit us to reveal to non-winners as to the nature of the prize any clue but the tempting morsel that, perhaps, there is none beyond the immortal celebrity of a name-check in these mighty pages. Only half-nelsons in the mental wrestling match that is Mystery Screenshot Corner shall ever know the truth.



CHARTS

TOP TWENTY

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2. MORTAL KOMBAT 2
Acclaim £30 ★★★
3. WINTER OLYMPICS
US Gold £26 ★
4. MORTAL KOMBAT 2
Acclaim £30 ★★★
5. THEME PARK
Bullfrog £30 ★★★★★
6. PREMIER MANAGER 3
Gremlin £26 ★★★
7. CANNON FODDER 2
Virgin £30 ★★★★★
8. KICK OFF 3
Anco £30 ★★
9. SKIDMARKS
Acid £25 ★★★★
10. URIDIUM 2
Renegade/Mindscape £26 ★★★★
11. CANNON FODDER
Virgin £26 ★★★★★
12. JUNGLE STRIKE
Ocean £28 ★★★★
13. PGA EUROPEAN TOUR
Ocean £26 ★★★★
14. FOOTBALL GLORY
Kompart £28 ★★★
15. FRONTIER: ELITE 2
Kompart £26 ★★★
16. BEAU JOLLY COMPILATION
Beau Jolly £35 ★★★★
17. HISTORYLINE 1914-18
Blue Byte £35 ★★★★★
18. ON THE BALL: LEAGUE EDITION
Ascon £30 ★★★
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Microprose £35 ★★★
20 SHADOW FIGHTER
Gremlin Interactive £35 ★★★★★

CHARTS

TOP FIVE BUDGET

1. CHAMPIONSHIP MANAGER '94 SEASON
Domark £20 ★★★
2. LEMMINGS 2
Psygnosis £10 ★★★★
3. ARMOUR-GEDDON 2: HELLFIRE
Psygnosis £10 ★★
4. THEATRE OF DEATH
Psygnosis £10 ★★★
5. WALKER
Psygnosis £10 ★★★★★

CHARTS

TOP FIVE CD32

1. MICROCOSM
Psygnosis £45 ★
2. WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 ★★★★★
3. PGA EUROPEAN TOUR
Ocean £28 ★★★★
4. ROADKILL
Acid £30 ★★★★
5. SUBWAR 2050
Microprose £30 ★★★★

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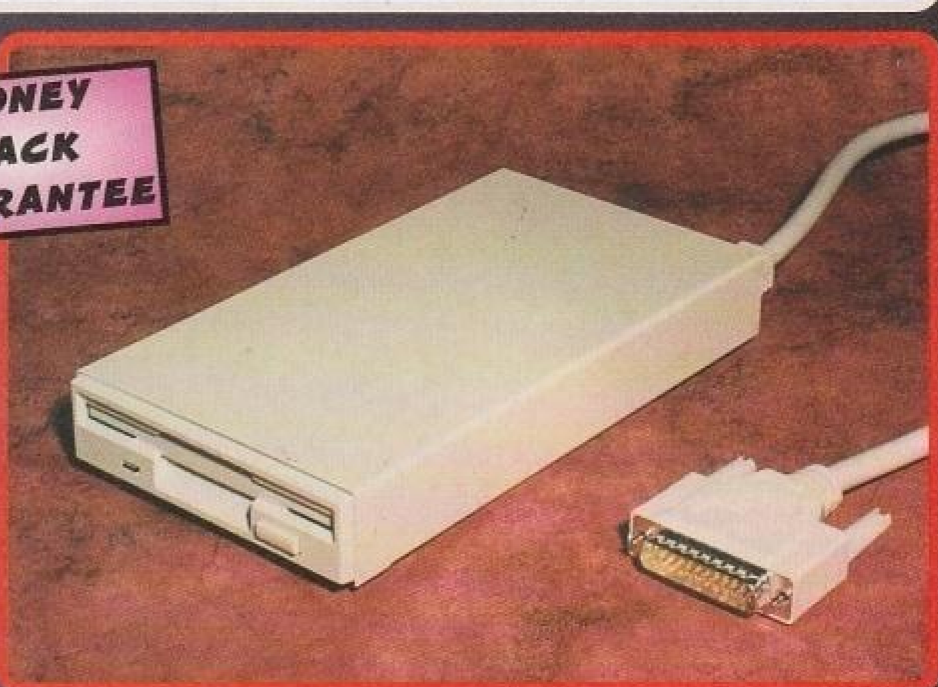

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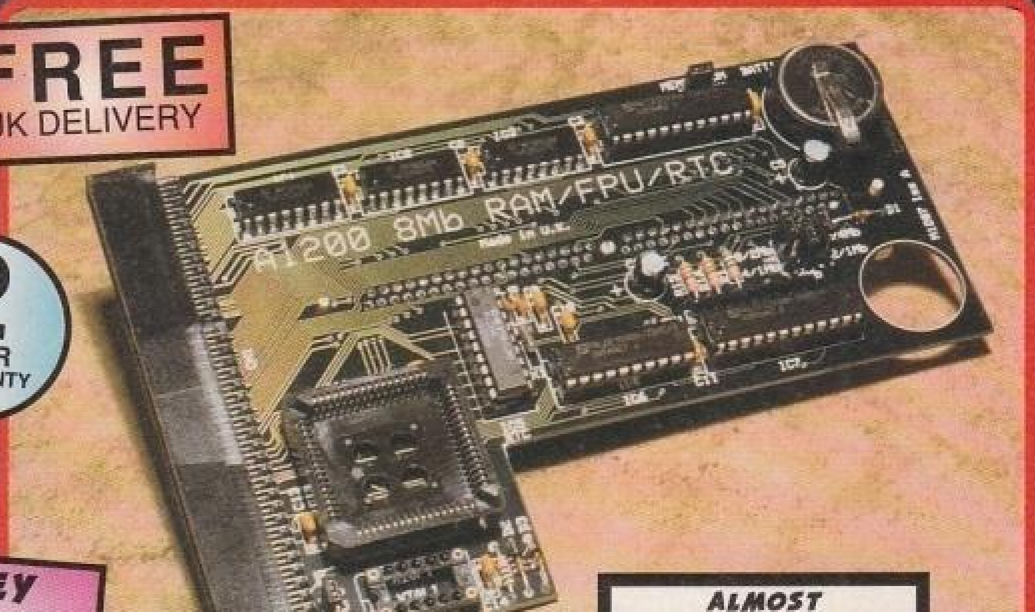

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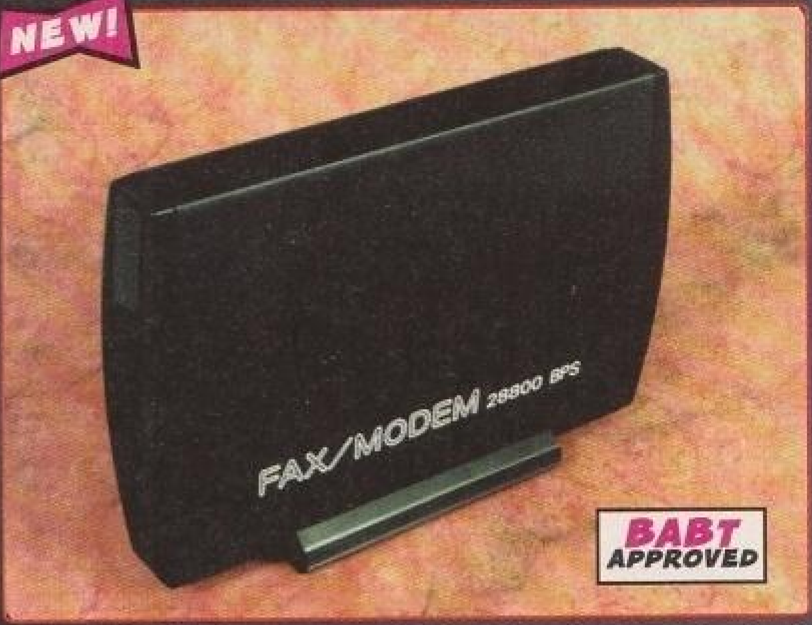

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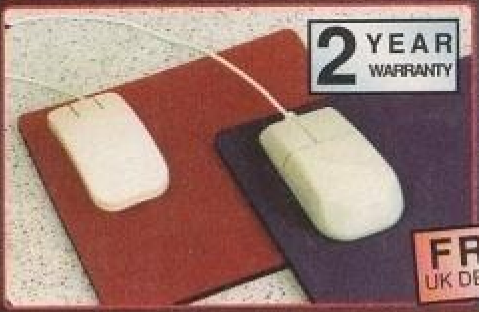

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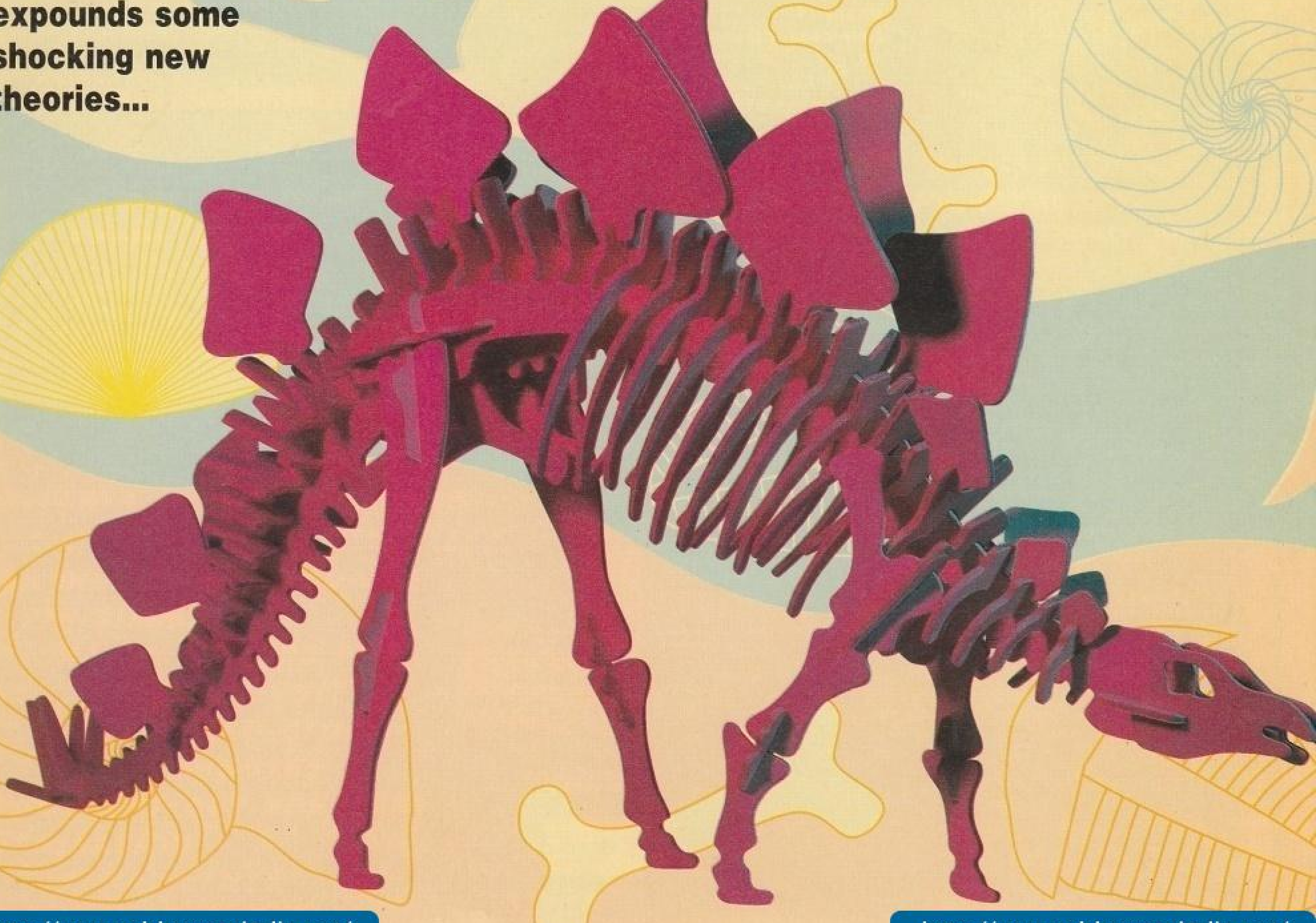
WHATEVER HAPPENED TO ALL THE DINOSAUR GAMES?

Once dinosaur games ruled the Earth. Rarely a month would go by without a new *Chuck Rock* game, or an *Ugh!*, an *Ergh!* or an *Ook!* But then, suddenly, overnight, they all disappeared. Why? What happened? Jonathan Davies expounds some shocking new theories...

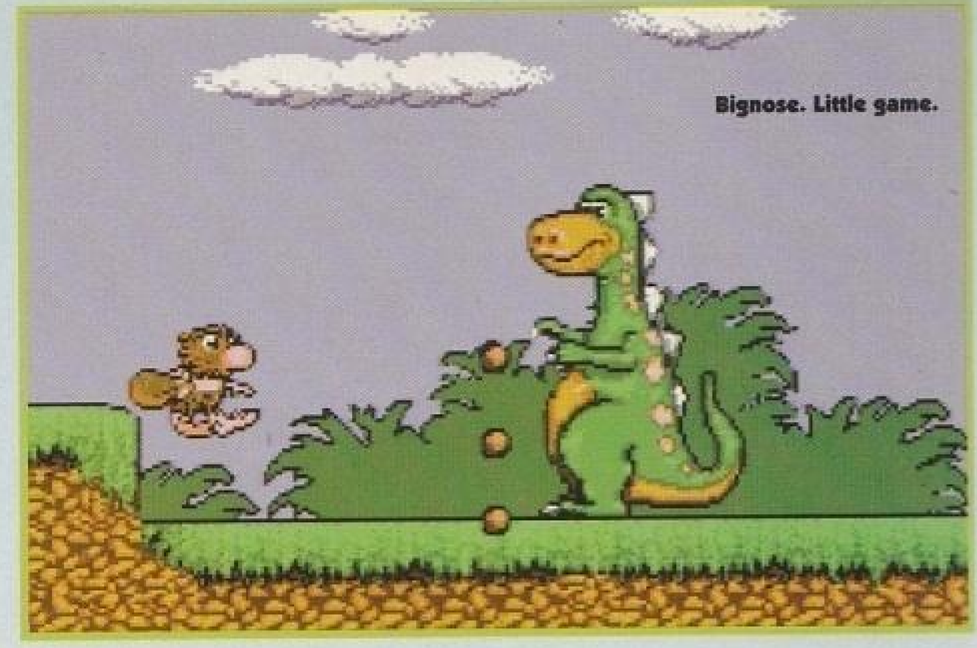


Imagine a scene on your bedroom floor many years ago. A copy of *Bignose The Caveman* stands by the water's edge, drinking peacefully. The sun is hot, and it is so thirsty that it does not notice the movement in the trees behind it. With a deafening roar, *Chuck Rock 2* makes its move. It leaps onto *Bignose The Caveman*'s back and attempts to lock its cruel jaws around the slow-witted herbivore's neck. But it is defeated by the smaller dinosaur game's armoured collar, and *Bignose The Caveman* is able to turn and face its hunter. It lowers its head and charges, *Chuck Rock 2* howling with pain as *Bignose The Caveman*'s horns tear into its belly. The wound is not fatal, but *Chuck Rock 2* knows it has met its match. It retreats back into the trees in search of easier prey, leaving *Bignose the Caveman* to lick its wounds.

"Little larger than a baboon"

The earliest traces of dinosaur games are the remains of *The Flintstones* by Grandslam, which lived on Earth as many as six years ago, during the period known as the BAPassic Era. Little is known about this primitive game, except that it appeared on a compilation called the *Grandslam Collection*, and probably survived on a diet of fruit and small amphibians. Scientists are agreed that it was probably dreadful.

The age of the dinosaur games truly began in May 1991, which by coincidence is the month that AMIGA POWER was launched. *Chuck Rock* (AP1 86%) was the length of six double-decker buses, and set the mould for many subsequent dinosaur games with its blend of platform-hopping and comical dinosaur-related japery. Some scientists believe that Chuck himself was a rather charmless character, with his oversized stomach and greasy skin, but they are in the minority. *Chuck Rock* later evolved into *Chuck Rock 2* (AP24 83%), which was similar in appearance but larger and a little more varied.



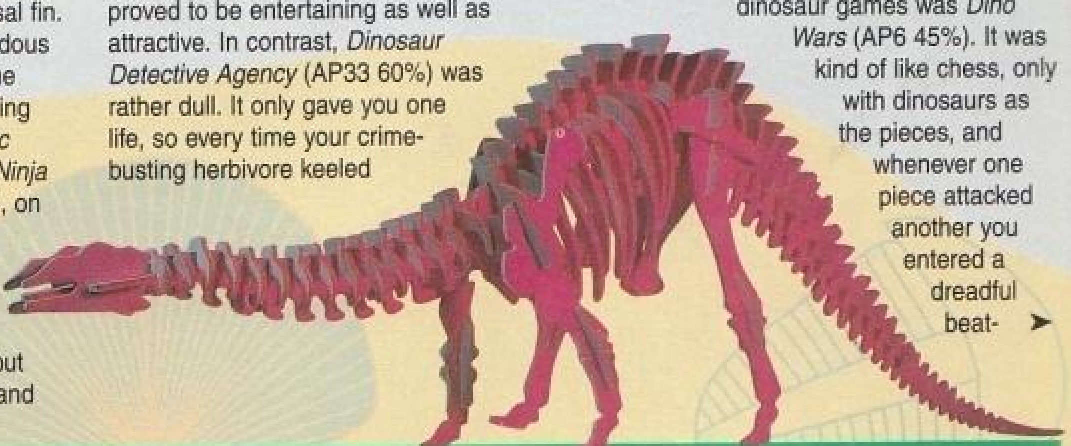
Bignose. Little game.

The *Chuck Rock* family of dinosaur games is a large one, encompassing a variety of other platform-based games. Ubi Soft's *BC Kid* (AP20 89%) had *Chuck Rock's* dinosaur-filled platforms, but dispensed with its puzzley gameplay and large dorsal fin. A tremendous game. The slow-moving *Joe & Mac Caveman Ninja* (AP22 22%), on the other hand, took on board the using-dinosaurs-to-do-things-for-you approach, but was ruined by terrible controls and awful animation. *Bignose The Caveman* (AP26 63%) was described by Tim Tucker as "a poor man's *Chuck Rock*". Little larger than a baboon, it was rather simple and unengaging. And *Zone Warrior* (AP7 42%) wasn't technically a dinosaur game, but the first level had a prehistoric setting, and it was so abysmal that it's unlikely anyone would have wanted to play much further into it anyway.

Other dinosaur games were more diverse. The primeval swamps echoed to the haunting call of *Metal Mutant* (AP5 78%) from Silmarils. This graceful arcade puzzler featured robotic dinosaurs who could transform into other things, and proved to be entertaining as well as attractive. In contrast, *Dinosaur Detective Agency* (AP33 60%) was rather dull. It only gave you one life, so every time your crime-busting herbivore keeled over you got sent all the way back to the beginning. In common with *Metal Mutant*, however, *Dinosaur Detective Agency* was unusual in featuring a dinosaur as its hero; normally they're cast in the role of the oppressor.

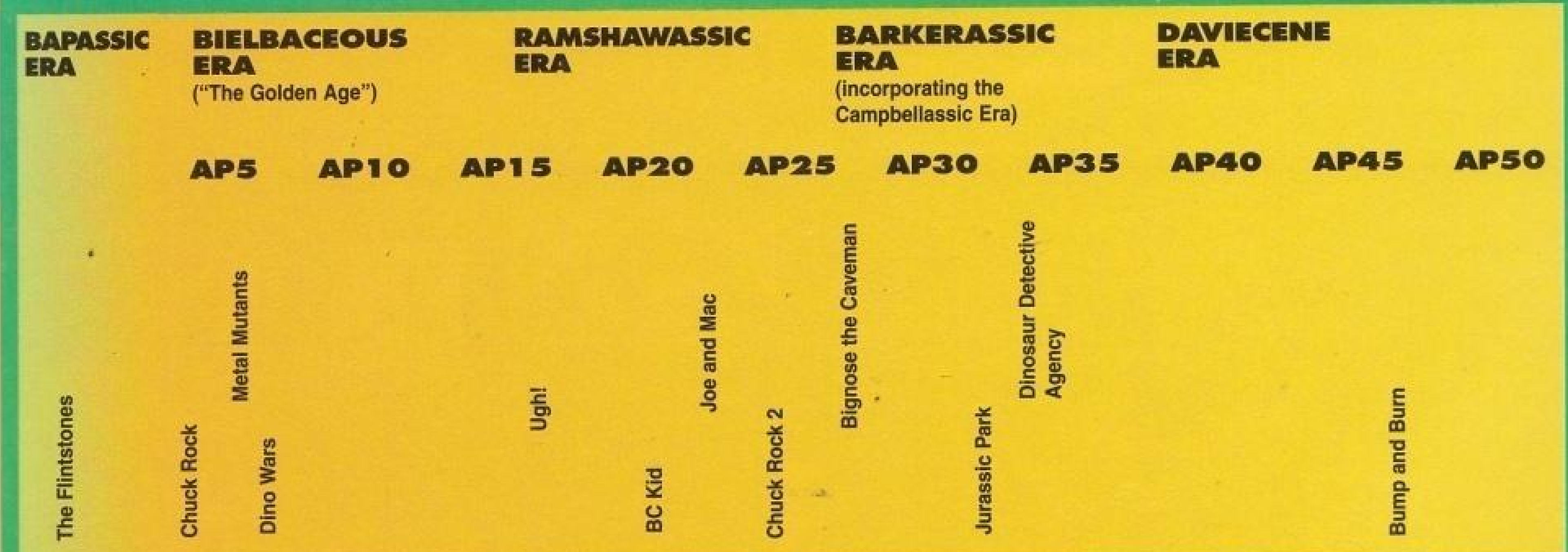
Just as they were in *Ugh!* (AP15 79%), for example. This was a Scandinavian puzzle game where you had to move a little crate around the screen, ferrying cavemen from place to place. It was good fun, although its vast bodyweight (equal to that of 675 men) meant that it had to spend most of its life in the water.

Perhaps the strangest of all the dinosaur games was *Dino Wars* (AP6 45%). It was kind of like chess, only with dinosaurs as the pieces, and whenever one piece attacked another you entered a dreadful beat- ➤



DINOSAUR GAME TIMELINE

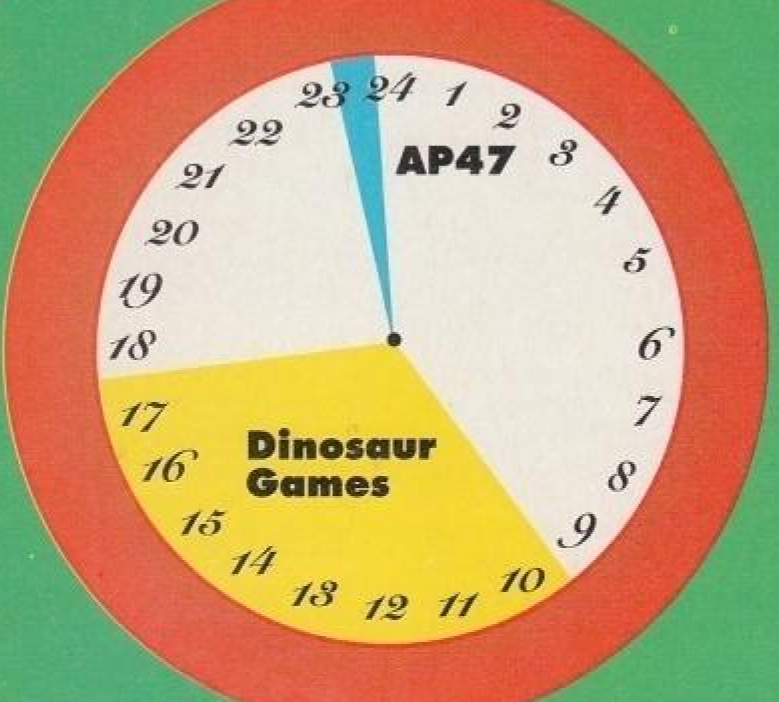
It is impossible to conceive just how long ago the dinosaur games lived. If today was a Matchbox car, for example, the dinosaur games would have lived as long ago as a slightly-longer-than-usual bus. One of those foreign ones that bend in the middle, perhaps. Only a bit shorter. Examine this timeline for a better understanding of their reign.

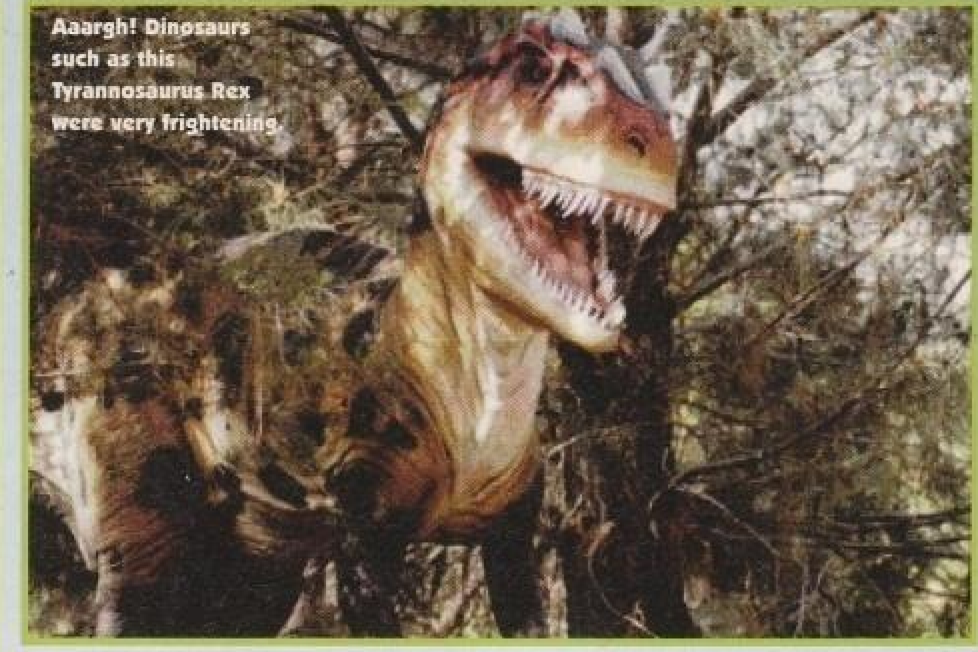


THE AMIGA IN A DAY

Incredibly, if the history of the Amiga was compressed into one 24-hour day (Fig 6), then the dinosaur games would have arrived at about half-past nine, and not disappeared until tea time. This issue of AMIGA POWER would have existed only for the last twenty minutes...

Fig 6: The Amiga in a day.





Aaargh! Dinosaurs such as this Tyrannosaurus Rex were very frightening.

'em-up sub-game. A real-time mode added interest, avoiding the need to sit around waiting for the other player to move, but there wasn't really enough to it. It was length of twelve double-decker buses and a Toyota Corolla.

Something of a mystery, however, is a dinosaur game called *Entity*. The few traces of it which have been unearthed show it to have been a scrolling beat-'em-up starring a woman with big bosoms who hits lots of dinosaurs. But a complete skeleton has never been found, and it is not considered to have been a great evolutionary success.

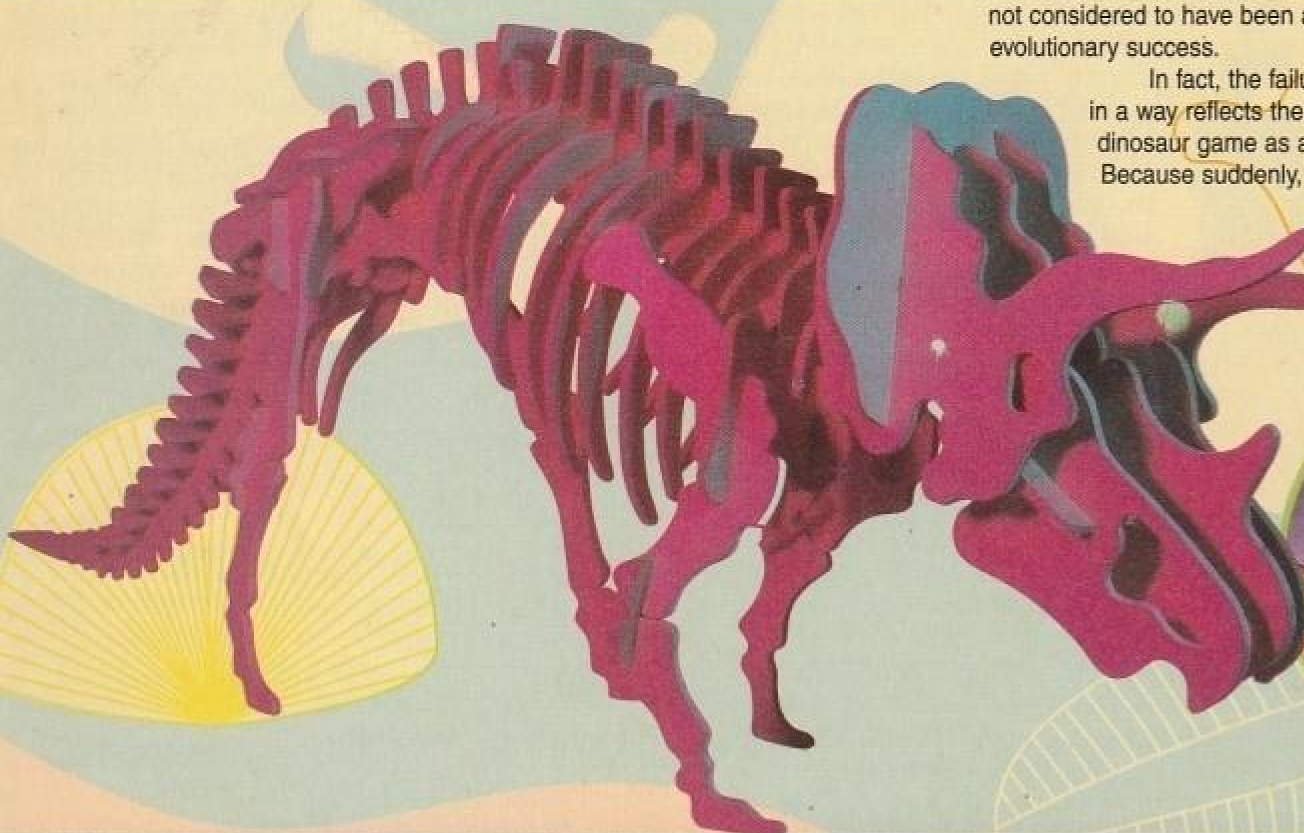
In fact, the failure of *Entity* in a way reflects the failure of the dinosaur game as a whole. Because suddenly, approximately eight months ago, following the brief appearance of a couple of prehistoric characters in *Bump and Burn*, there were no more dinosaur games.

The disappearance of the dinosaur games has long baffled scientists, and many theories have been put forward to try to explain their extinction. These are the three most popular:

DINOSAUR GAME EXTINCTION THEORY 1

They were superceded by games featuring mammals, such as *Brian the Lion* and *Cannon Fodder*.

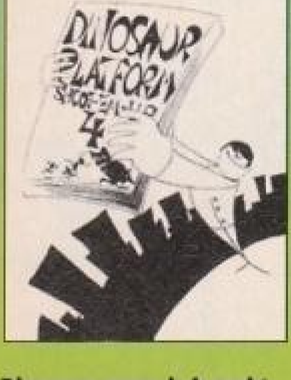
It is possible that, as mammal games became more widespread, they prevented the dinosaur



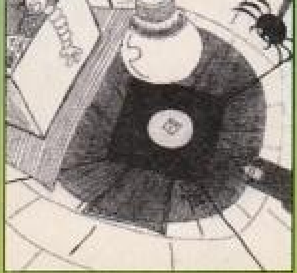
The last of the dinosaur games. Or is it?

HOW DO WE KNOW ABOUT THE DINOSAUR GAMES?

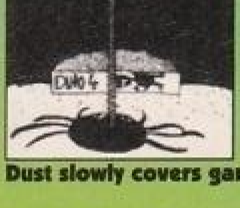
The strongest evidence for the existence of the dinosaur games is in the form of fossils. But how were these fossils formed?



Dinosaur game is bought.

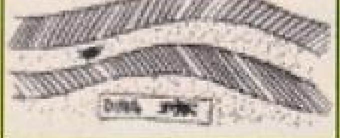


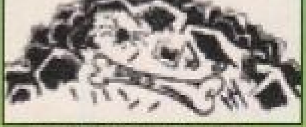
After being played for a few days, dinosaur game is put in back of cupboard.



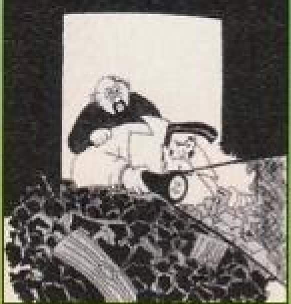
Dust slowly covers game.

More dust settles...



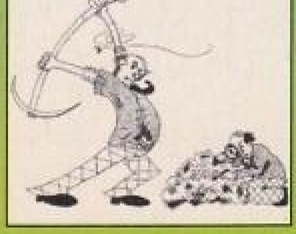


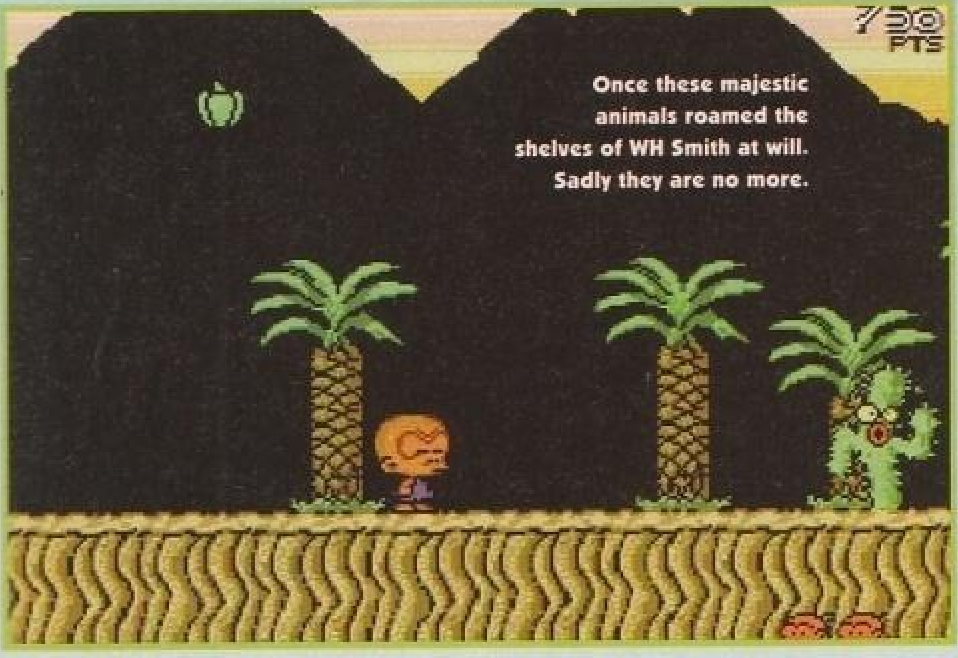
...and is joined by old copies of Smash Hits, outmoded clothing and unfavourable school reports. As the debris around it is compressed, the game becomes preserved forever.



Much later, erosion caused by the tidying of the cupboard reveals the fossil.

Scientists carefully chip away the surrounding rock and the game can be removed and studied.





Once these majestic animals roamed the shelves of WH Smith at will. Sadly they are no more.

games from breeding by feeding upon their eggs. Fossilised, half-eaten egg shells have been discovered as far away as northern Siberia.

DINOSAUR GAME EXTINCTION THEORY 2

A giant asteroid (from *Asteroids*) collided with the Amiga world, causing a cloud of dust to rise into the air.

There is strong evidence for this theory in the form of AP42, which immediately followed the release of *Bump and Burn*, the last ever dinosaur game. It may be no coincidence that the cover featured *Super Stardust*, the return of the long-absent *Asteroids* in a new and more deadly form. Most types of games could have ridden through it, while the dinosaur games, with their need to eat constantly, would have been unable to survive such a catastrophe.

> "A complete skeleton has never been found"

DINOSAUR GAME EXTINCTION THEORY 3

They were unable to adapt to the change in climate which accompanied the arrival of slippy-slidey ice worlds.

An increase in the number of slippy-slidey ice worlds in platform games did indeed coincide with the demise of the dinosaur games. In their place came Arctic-dwelling games such as the giant woolly *Robinson's Requiem*.

Scientists will probably never agree on exactly why the dinosaur games died out, and the supply of new theories seems endless. But the Amiga world is certainly a poorer place for the loss of these terrifying but beautiful creatures.

INCREDIBLE BUT TRUE

- ***Chuck Rock 2*** **was over 3,500K in length, but had a brain the size of a plum.**
- ***BC Kid*** **had a novel form of protection: when startled it could spit a deadly codeword up to 25 metres.**
- ***Metal Mutants*****, by Silmarils, was as high as twelve 14-year-old girls.**
- **Early dinosaur game specialists believed that the flying crates in *Ugh!* were horns mounted on the game's head. It was only later that their true purpose was discovered – lethal big-toes which could gouge out the eyes of another dinosaur game.**
- ***The Flintstones*** **was believed extinct until 1991, when sightings of a living example were reported by pearl divers off the coast of Zaïre.**
- ***Pengo*** **is the closest living relative of the dinosaur games.**

BRINGING THE DINOSAUR GAMES BACK TO LIFE

With the current rate of progress in genetic engineering, many readers may be wondering if it will eventually become possible to recreate the games of the past here in the present. Some scientists believe that by combining fragments of fossilised dinosaur game bytes (Fig 14a) with the genetic fingerprint of a frog (Fig 14b), and then injecting the result into a penguin egg, it might be possible to hatch a new-born dinosaur game. Indeed, such a technique is currently being experimented with at Time Warner, with the early results appearing promising (Fig 14c).

Fig 14a: Over 1000 'bytes' such as these are necessary to describe one game.

```
11000111100010101010101010100
11001110101010101000111000011
11101010101000101110001010 1
10101100100011010101010101010
10000111100101010101000101111
00101010001011000100101010 1
00101000010111000001111010 10
10101011010101010111000011 1
10000111100101010101000101111
10101100100011010101010101010
```

Fig 14b: A frog.

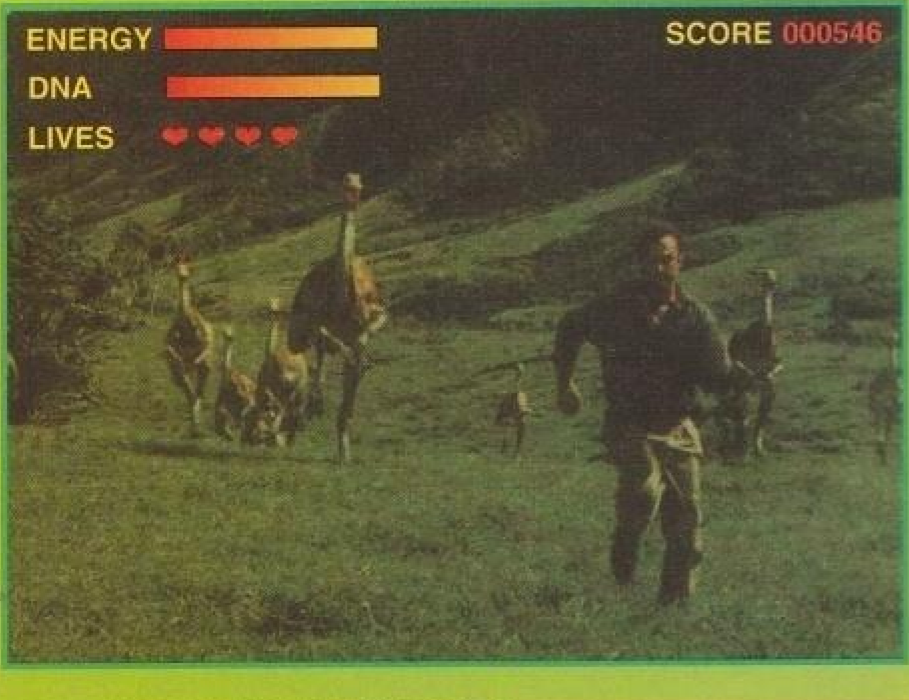
ARMADI
BLIZZARD
RAGE!!
FIRST BLOOD

Fig 14c: *Primal Rage* from Time Warner.

WHAT IF...?

What if the dinosaur games had never died out, but had instead continued evolving to fill the role currently occupied by the latest beat-'em-ups and driving games? Our artist's impression shows how a modern-day dinosaur game might look.

Fig 8: An artist's impression of how a dinosaur game today might look.



SCUM

"You're a loser baby, so why don't we kill you?" asks Cam Winstanley.

I hate people who cheat. I think they should be put to the sword as a warning to others. On national TV. Just after the National Lottery on Saturday evenings. Liars and thieves too. Kill 'em all, that's my opinion. Dishonesty sucks and I should know, for only this weekend someone stole my rather flashy and cool Uzi airgun that fires little plastic pellets. Bastards.

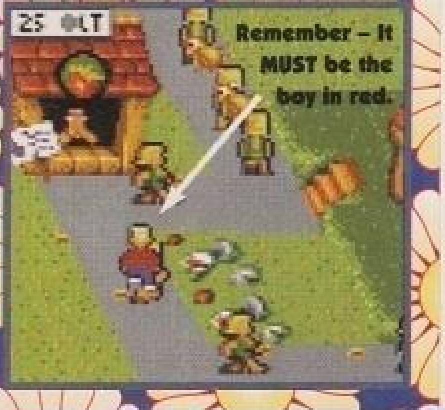
Cheating in games is, as we tell you constantly, a completely dumb thing to do. At least if you're blackhearted and soulless enough to, for instance, break into a pensioner's flat on a sheltered accommodation estate and steal her life savings from the ageing shoebox on top of her cupboard, then you'll end up with loads of cash to spend on your scurrilous and miscreant lifestyle. But what happens if you cheat at games? You finish them quicker, that's what, knocking anything from a few hours to months off the shelf life of something you've just forked out 30 quid or so on. So you're the one who loses. You're the one who has to save up another 30 quid *(Or go and raid another pensioner's shoebox. – Ed)* before you can buy another game so you can spoil it for yourself. Again.

But everything (apart from pregnancy and death, perhaps) has various stages of wrongness, ranging from mildly wrong matters such as not returning your library books in time and eating peas off your knife to really, really incredibly wrong things such as starting World War 2, selling off the nation's assets to bigwig financial fatcats and stealing my BB airgun. Cheats in games can be beneficial and fun, but this is very rare indeed. And, although we have occasion to find game cheats mildly helpful when compiling our mighty magazine, as HONEST AND UPRIGHT CITIZENS OF THE TRUENIVERSE we damn them as DOORCODES TO THE GATES OF HELL ITSELF.

In our view, it is easier for a fat kid in a Poison T-shirt to pass through the eye of a needle than it is for a game cheat to find the favour of AMIGA POWER. If you CHEAT then you are a SINNER. Sinners have no more right to live on God's clean earth than a weasel and shall be CAST into the PIT when the Four Cyclists of the Apocalypse return to REND THE WORLD ASUNDER. However, being the caring beneficent mighty beings that we are, we now give you a chance to QUANTIFY YOUR SINS and ATONE TO SAVE YOUR IMMORTAL SOULS. Categorise yourself according to these explanatory delineations and PAY THE PRESCRIBED PENALTY BEFORE IT IS TOO LATE.

A PLEASANT GARDEN ADJOINING EDEN

We return the gore to you. It is our gift.



Remember – It MUST be the boy in red.

SPECIFICATION: Cheats that make games harder or give them a new twist.
AMIGA POWER'S RESPONSE: A firmly emplaced seal of approval.
SIN RATING: Zero
PENANCE: Buying yourself a delicious sandwich and sitting out in the park eating it, while listening to the unforgettably whistly theme tune of Terry Nutkins' Wildtrack on your Walkman.

IK+

Pressing T on the keyboard in this most fearsomely entertaining beat-'em-up will make your opponent's trousers fall down. The programmers quickly realised this wasn't so much a cheat as a special move and so transferred it to the CD32 version, where you press the red button.

Supercars

If you type in POOR as your name then you'll actually be hindered by being given the miserable sum of five pounds in your bank account. If you can still win then truly you are a mighty bronzed gaming Adonis bathed in golden sunlight and we salute you.

Banshee

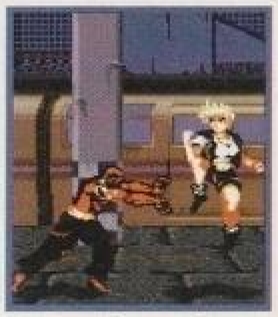
Type in MARY WHITEHOUSE at the beginning to access the graphic violence mode, allowing you to shoot the fishermen, the polar bears, the mothers pushing the prams and the blokes hiding in the phone boxes. This can only add to your enjoyment and since Core wimped out by censoring these acts of senseless violence in the first place it's only fair that we return them to you.

Theme Park

Build a bouncy castle and a roller coaster. Arrange for the bouncy castle to explode on March 15th. Using a maintenance man who hasn't yet fixed anything, rebuild the castle directly to the left of the rubble. Now wait for a sinister teddy man to entertain a red-jacketed boy in the queue to the roller coaster and as the boy gets on to the ride quickly type A CLOWN IS MY FRIEND, A CLOWN WILL NOT BITE ME OR THROW ME IN THE BASEMENT (without spaces). The adviser will now ask if you want to play *Sinister Theme Park.* Press Y.

Gravity Force 2

Make sure that the arrow's not on the Start Game option and type in GLAPPKONTAKT, which is Swedish for 'dodgy engine'. We think. Your rocket engine will now splutter and misfire throughout the game, usually at the exact moment you need to thrust out of danger. We smirk at such random misfortune.



Shadow Fighter

One of the few criticisms we levelled at *Shadow Fighter* when we reviewed it was that you couldn't 'be' Pupazz, the spooky punch bag character. TRUST THE MIGHTY WORDS OF AMIGA POWER TO BE HEEDED. Go to the options screen and type in PARAPONZIPOPO to 'be' this scary puppet. You can also MBARIVIDISOCCAFFARIMBARI to 'be' the Shadow Fighter himself, AN ENHANCEMENT WE DID NOT EVEN DEMAND.

THE 12.03 SPECIAL TO HELL

SIN RATING: LOW
SPECIFICATION: Cheats that lessen a game's challenge.
AMIGA POWER'S RESPONSE: Low-key tutting and general disapproval.
PENANCE: Sitting in a sauna wearing an 80% wool, 20% fibreglass jumper while listening to the Beautiful South's cover version of Paula Abdul's 'Girlfriend'.

Cannon Fodder

Typing in JOOLSRIP as a save game name will make the leader of your team a four-star General, giving you an unfair and undeserved advantage over the enemy.

Zeewolf

The true way to play the plane is to play all the way through all of the missions, but you can deviously shortcut that by typing in FRAMPAGE. Okay, so playing the plane is actually harder than the chopper, but that's no excuse for cheating. Oh no.

Zool 2

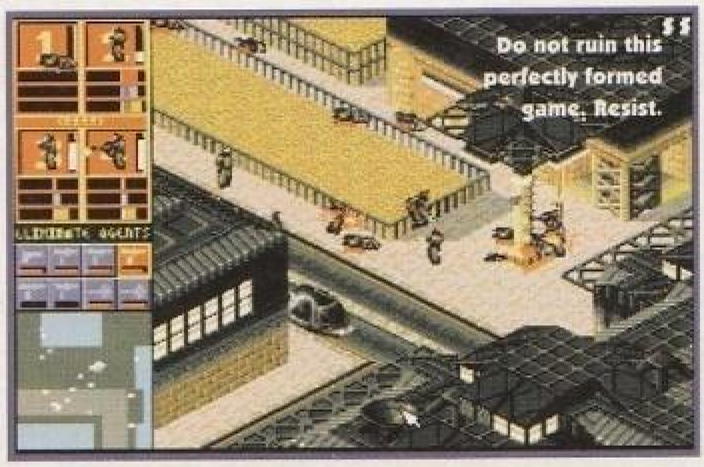
You could play the game properly, gaining our smiling approval, and collect all the relevant bonuses to get to the end of level bonus subgame involving the funny, two-headed dog-thing running around, or you could sneakily type in NAPOLEON to get the bonus level at the end of every stage. You rogue.

Syndicate

Naming your company WATCH THE CLOCK speeds the passing of the days so you won't have to wait as long for the tax money to flood into your coffers. You disreputable blackguard.

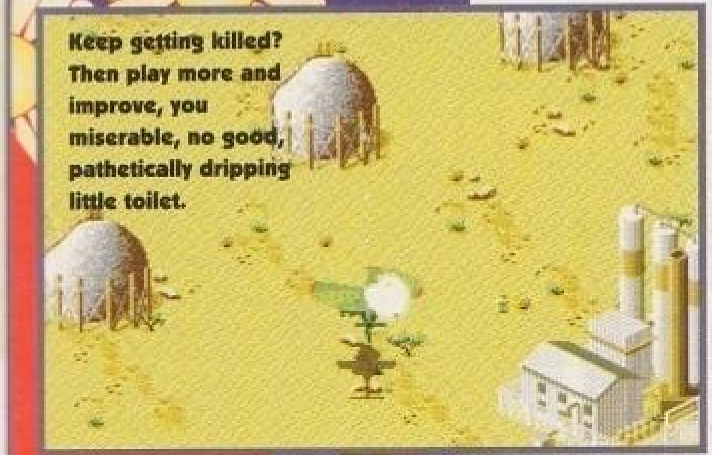
Pinball Fantasies

Want some cheats for a pinball game? Then you're an extremely miserable individual indeed. We can almost understand wanting to cheat to get to a distant level, but to disreputably notch up points? That's dismally poor. Anyway, if you really must, type in EXTRA BALLS (no spaces). This gives you extra balls, a point I feel I must make clear to the slavering, imbecilic morons that would consider using this ridiculous cheat.


Do not ruin this perfectly formed game. Resist.

$ 0
Cannon 488
Play through the entire game properly. Resist, resist.

THE OUTER CIRCLES OF HELL


Keep getting killed? Then play more and improve, you miserable, no good, pathetically dripping little toilet.

SIN RATING: MEDIUM
SPECIFICATION: Cheats explicitly awarding unearned extra lives.
AMIGA POWER'S RESPONSE: Arched eyebrows, sharply inhaled breaths and a refusal to return your telephone calls.
PENANCE: Eating a bag of sugar, drinking 57 cans of Red Bull energy drink and then sitting through back-to-back screenings of Lawrence of Arabia (The Recently Restored Director's Cut), Shoah, Gone With The Wind and The Sheltering Sky WITHOUT ONCE LEAVING YOUR SEAT.

Desert Strike

BQQQAEZ gives you an astonishing 10 lives, but to need that many lives you'd not only be a filthy swindler but also possibly the worst *Desert Strike* player in all of Christendom. We're talking about a game where you can complete all of level one without ever having to reload your guns. For heaven's sake.

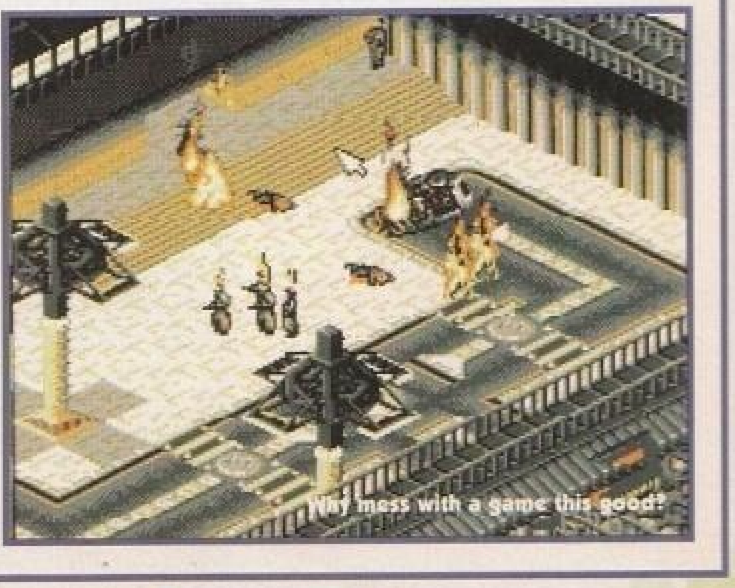
Stardust

FZQQQQQXAICN gives you an astonishing 7 missiles, 26 lives and ALL the weapons from the start of level one. Why not just tell your mates that you've finished the game instead? We're sure they'd be as impressed.

Syndicate

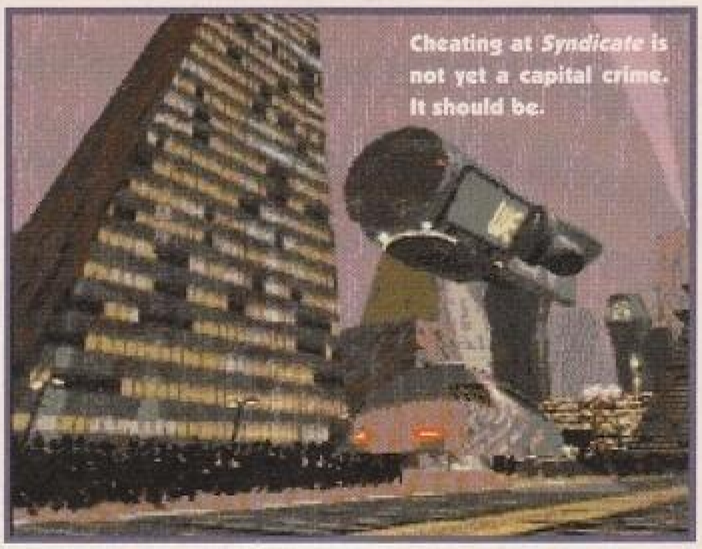
NUK THEM reactivates all your dead cyborgs, effectively wiping out all the tension relating to building up and protecting your fearsome warriors. Go ahead, ruin the game.

Why not get a higher score by getting someone else to play the game?


Why mess with a game this good?

THE INNER CIRCLES OF HELL

SIN RATING: HIGH
SPECIFICATION: Cheats giving infinite lives or powers.
AMIGA POWER'S RESPONSE: Daubing offensive slogans on your front door and employing some pipe-wielding, hard-hitting homeboys to get mediaeval on your *("Antonio Fargas" – Ed)*
PENANCE: Paying Sicilian hitmen to break into your house at some point in the next 20 years and shampoo you in your sleep.



Cheating at *Syndicate* is not yet a capital crime. It should be.

Syndicate

Typing in COOPER TEAM gives you the ultimate team, the best modifications and the best weapons, thus negating the entire R&D and tax-raising sections and reducing one of the best games of all time to a rather sophisticated shoot-'em-up.

The authors of *Syndicate* would be turning in their graves if they knew you used this one. If they were dead, of course.

Back to the Future 3

Complete levels by typing ROTTEN CHEAT, LOUSY CHEAT or LOW DOWN CHEAT. Disappointingly weak epithets for such scummy behaviour.

Zool 2

The password TOUGHGUY renders all of the bad guys completely harmless and the game nearly pointless. You're still vulnerable to killer walls though, which is why this slimy cheat appears here and not in the next section.

Supercars

Typing your name as RICH gives you a million pounds, allowing you to beef up your car to monstrous proportions. But why stop there? Why not use a cheat to let down your opponents' tyres? Or pour sugar into their petrol tanks? Scum.

THE NUB OF HELL

SIN RATING: UNSPEAKABLY FOUL
SPECIFICATION: Cheats bestowing invincibility or offering shortcuts to the end sequence.
AMIGA POWER'S RESPONSE: Words cannot adequately express the revulsion we feel for people who would actually consider using cheats of this diabolical power and magnitude.
PENANCE: Spending all of eternity burning in the deepest, most sulphurous pits of the underworld.

Filth!

Banshee

KANNIJADE KREW makes you invincible, although what sort of imbecilic ne'er-do-well would want to play a shoot-'em-up where you can't be killed?

Hired Guns

Ditto for this one. Type in AMIGA to become invincible and spoil the game entirely. Why doncha?

Pinball Illusions

The bile rises quickly, and audibly, into my mouth at the mere thought of this cheat, so if you're a fine and upstanding member of society, prepare a large waterproof receptacle (a washing up bowl or bucket, perhaps) before reading further.

Typing DIGITAL ILLUSIONS (no space) will actually disable the drain, so the ball just bounces off the bottom of the screen. This means that you can play for ever and notch up hugely impressive scores. Impressive until your friends and family discover how you achieved this score and machine gun you in the shower, that is.

Populous 2

How's this for being totally stupid? Enter the code for the last level in the Conquest game – WOITAB – and quit. Select I AM BAD from the Custom game, quit again and start a Conquest game. Play so badly that all your men get killed and a screen will say LAND COMPLETED BY GOOD. At this point you can get all your friends to run in and watch the end-of-game sequence. While they're doing this, loudly claim that you're the sort of person who can fight your way through 1,000 levels to get to the end and not, for example, the sort of putrid melon-fudding chicken socket fridge who'd rather faff about using a cack-handed cheaty method to slither your way to the same point.

Desert Strike

And again, incredibly there's a cheat that lets you bypass THE ENTIRE GAME. Every single flipping bit of the game, each and every part of the four huge levels just flies by if you simply type in *(That's enough about cheats in games. – Ed)*

CHEATING ISN'T WINNING…

And that's why we'll continue to pour our scalding scorn on those blancmange heads who phone in (usually near deadline) asking for cheats for *Premier Manager 3* and *Theme Park*.

Do you honestly think that someone who uses an invulnerability cheat will be as happy to finish *Second Samurai* as someone who's battled through it? Or that a football management player who gets a million quid in a cheat would be as proud to reach the Premier Division as the upright citizen who's struggled to the top without a backhander? Or that the tosser who stole my airgun would feel as proud to own it as me – the person who earned the money to actually buy the damned thing?

Well, apart from the last one, the answer has to be no. They can't feel as good as the noble, honest, upstanding player, which is why we sound a little tired and bored when you ruin our days by phoning in to ask for cheats and why we'll continue to head The Last Resort with a word implying you're all useless.

Play the game for heaven's sake, and if you get stuck, try again. That's all there is to it.

This has been an AMIGA POWER policy statement and can be read in full in our trusty magazine manifesto, whose titanium-bound pages lie resting in a secret vault in Zurich.

We thank you for paying attention. YOU ARE DISMISSED.

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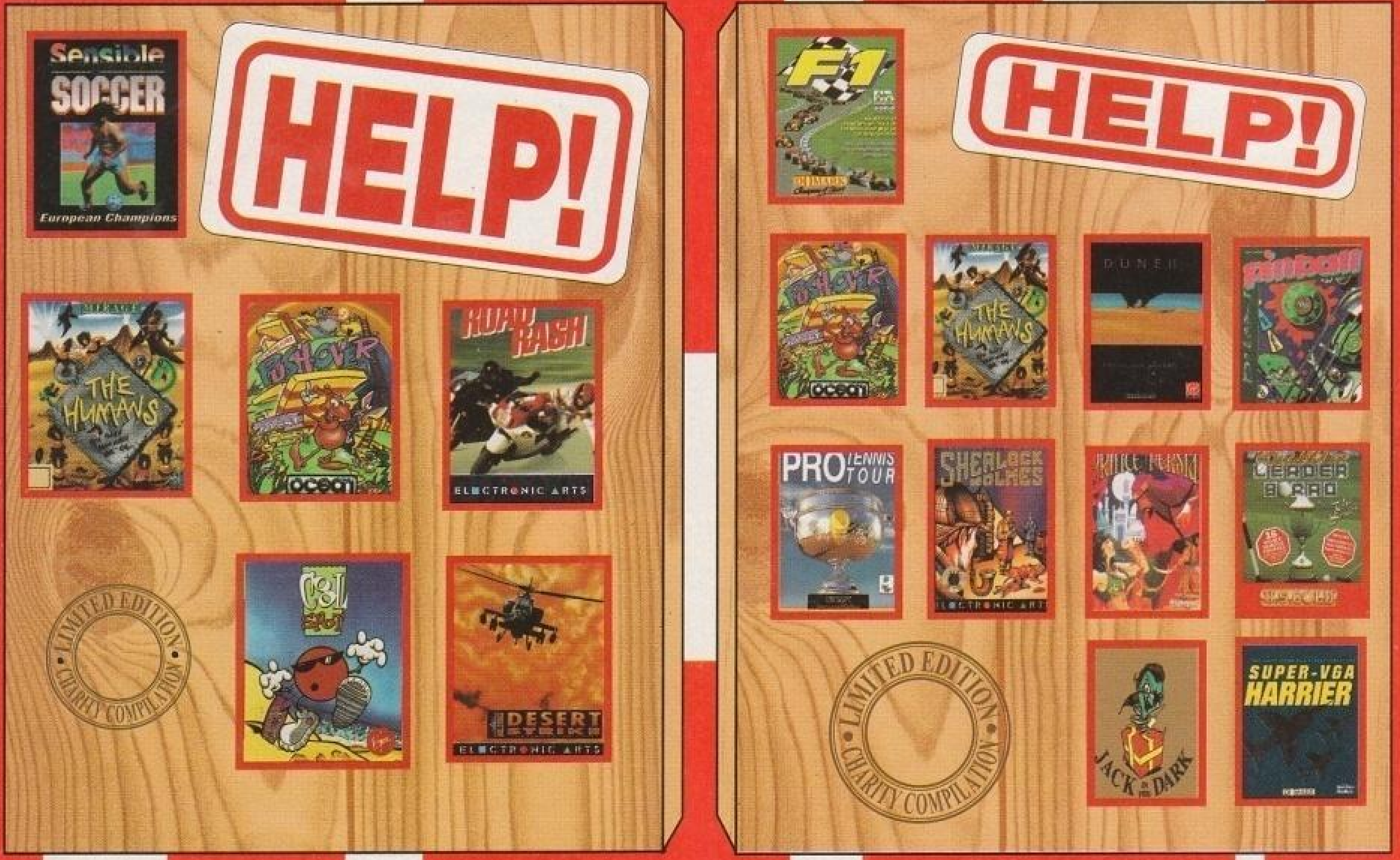
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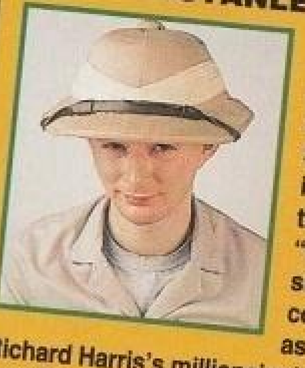
THE LAND THAT FORGOT WHO WE ARE

JONATHAN DAVIES

Gentleman editor Jonathan as misunderstood war-weary Captain Helmut von Picklehauber turned away from the periscope. "It's incredible," he said, addressing his prisoners. "It seems to be a lush, tropical island unmarked on any map. Who knows what evil lurks in the heart of the jungle? Von Sydow knows," he said, gesturing at an elderly explorer. "We must go ashore," he added, rapping his teeth with a pencil. "Our supplies of alludium phosdex, the shaving cream atom, are alarmingly low."

CAM WINSTANLEY

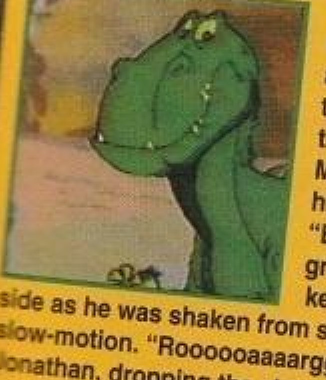


The party moved cautiously through penetrable jungle, muted by the loss of von Sydow who had immediately fallen off the U-boat and drowned. "Intriguing," mused sinisterly suave US collaborator dep ed Cam as Masten Thrust, Richard Harris's millionaire hunter in 1975's The Last Dinosaur (it's true), halting the advance as he spotted something on the rough path ahead. "I've not seen spore like this since Burma, 1899." He closely examined the spore. "It's from no animal I've ever encountered." He straightened up, one eyebrow lifted. "And I've bagged one of every creature on this planet."

STEVE FARAGHER

"There be tracks goin' behoind this rock vurmation, zur," observed Steve the prod ed as repatriated Devonshire Prussian Midshipman Baines. He scampered forwards, tugging at his forelock, seemingly unconcerned by the way every other sailor on the boat had already fallen off a large log into a ravine. "Look out, man!" cried Colonel Thrust, pointing at a dinosaur which had reared up from behind the rock formation. "Oi 'ave no fear. Oi 'ave moi trusty sledge'ammer," retorted Baines, waving the farming implement. "Aaarghh," he added.

JONATHAN NASH



"Rooooaarrghhh!" exclaimed Jonathan as a carnivorous triceratops, worrying the hapless Midshipman between his mighty incisors. "Eeeeek," squealed the grizzled old salt, strangely keeping his arms at his side as he was shaken from side to side almost in slow-motion. "Rooooooaaaargggghhhhh!" bellowed Jonathan, dropping the chewy sailor as a tyrannosaur lumbered onto the scene. It pawed at the stunned Jack Tar. "Graaaaargghhh!" it challenged. Battle was joined.

PAUL MELLERICK

"Oh, this is pointless," said Paul as the disbelieving staff writer, as the party sheltered behind some rocks. "That's not a triceratops at all. The triceratops was a herbivore. It didn't have mighty incisors." He peered around the corner. "Look, it's just a newt with a cardboard fin on its back. And that tyrannosaur's rubber. So is Steve. He's really over there drinking some tea. I'll prove it." He stepped out of cover and was crushed to death by the struggling behemoths.

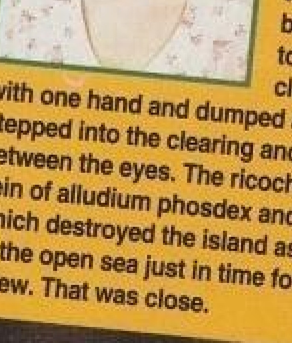
RICH PELLEY

"GREAT SCOTT!" exclaimed Rich as Professor Bonkers, peering through his spectacles. "A FINE SPECIMEN OF TRICERATOPS GIGANTICUS. I SHALL ADDRESS IT IN THE NAME OF SCIENCE." Captain Picklehauber clutched at his arm. "Don't be a fool, man. You can't reason with such a creature – it has a brain the size of a walnut." He pointed to a walnut in corroboration of his statement. The tyrannosaur leapt upon the triceratops's back as if lifted with a wire. The Professor nibbled his tieclip in a frenzy.

SARAH SHERLEY-PRICE

The tyrannosaur's mighty jaws scored the bony collar of the mighty triceratops. With a shimmy and a dip of its mighty shoulders the lapsed herbivore tossed the king of lizards into a bush. A mighty crash rang in the ears of our cowering party. The tyrannosaur sprang to its mighty feet and rushed headlong at the triceratops. "MIGHT HE WIN?" muttered the Professor. "He might," answered Captain Picklehauber. Meanwhile, Sarah had left to (eurch) have her baby.

SUE HUNTLEY



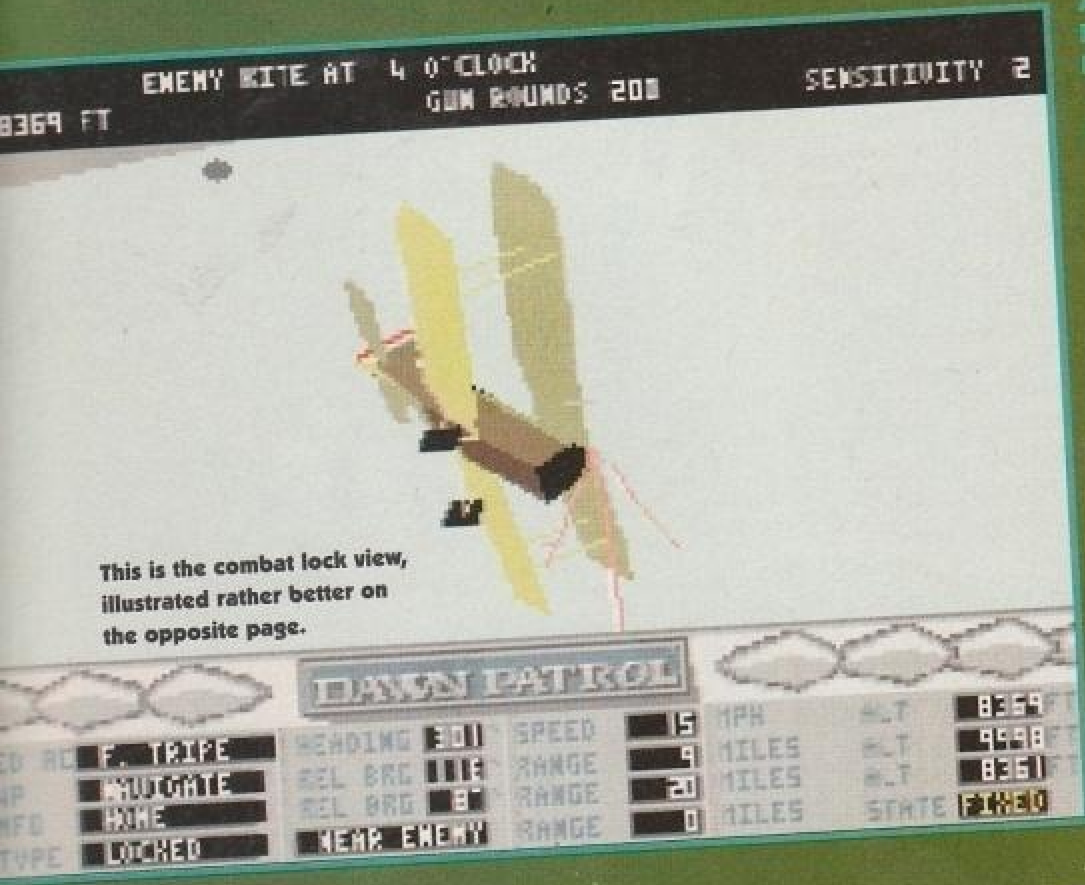
Art ed Sue, as Rose, the Professor's daughter, examined the furry bikini she had been handed. The tyrannosaur caught one in the stomach from a horn and died testily. "To hell with this," barked Sue, hurling the bikini to the ground. She snap-clacked her sawed-off open with one hand and dumped a shell in the breech, stepped into the clearing and blasted the triceratops between the eyes. The ricochet uncovered a rich vein of alludium phosdex and set off the volcano, which destroyed the island as the party escaped to the open sea just in time for the war to end. Phew. That was close.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather 'be' Kenneth Branagh.

DAWN PATROL

As the sun rises, we patrol. Be afraid.



This is the combat lock view, illustrated rather better on the opposite page.

Runs on: A500, A600, A1200
Publisher: Empire
Authors: Rowan
Price: £35
Release: February

Today I was struck by a worrying thought. What if a parallel could be drawn between my life, and current theories regarding the creation of the universe? From the day of my birth (equivalent to the Big Bang) it would have increased in size rapidly, thrown outwards by the vigour of the initial explosion. Then it would gradually have begun to lose momentum, expanding more and more slowly until one day – 11th July, 1993 by my reckoning – it would have succumbed to the gravitational forces at its heart and, after pausing momentarily at its zenith, begun to collapse in on itself.

And as it shrunk smaller and smaller – and this is the really disturbing part – it would have replayed in reverse the events which took place on the way outwards. If my reasoning holds, it continues to do this as I write, until on a day 22 years from now it will have contracted to a single point of infinite density. I'm not sure what'll happen then, but I don't expect it'll be very nice.

ZEITGEIST

I was set on this path of thought by, among other things, finding myself reviewing *Dawn Patrol*, a year-and-a-half after 11th July, 1993. It's a World War 1 aerial combat game, in which you roam the skies of France shooting down baddies. Meanwhile, just over three years ago, a year-and-a-half *before* 11th July, 1993, I was reviewing *Knights of the Sky*, a World War 1 aerial combat game in which you roamed the skies of France shooting down baddies. Not so much déjà vû, then, as déjà review.

A-ha ha.

Dawn Patrol is organised as a kind of interactive book. You click on 'page numbers' to jump to 'chapters' on various aspects of World War 1 aviation – the history of the war, the aces, the aircraft, or a selection of pilots whose careers you can follow through. From within these 'chapters' you can then choose individual pilots, or planes, or whatever, by 'turning' to the appropriate 'page'. And once on the 'page' you can read lots of text with an accompanying picture or animated sequence, and then go from there to actually flying a mission.

"Struts around their under-carriage"

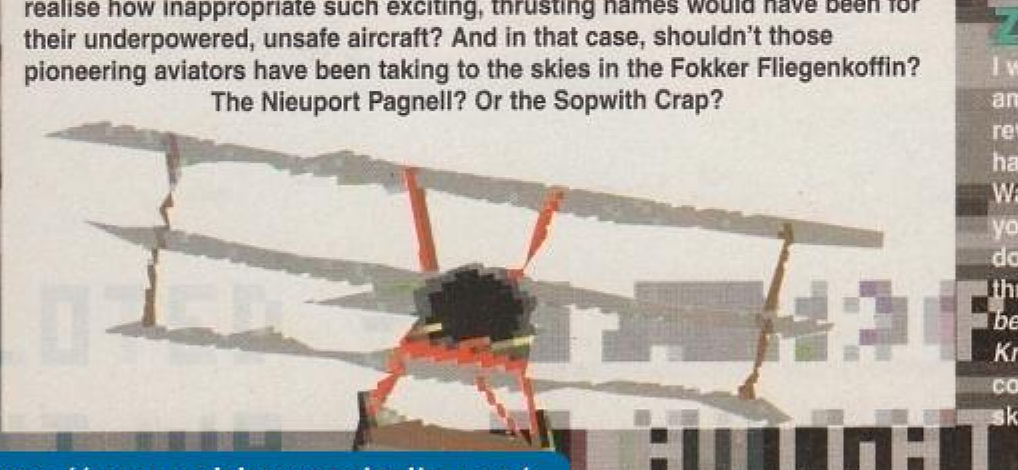
It's rather a tortured analogy, especially when you find yourself typing page numbers from memory into a fiddly little box in the corner of the screen, but it's wholly preferable to the dreadful 'click on various buildings on an airbase' system of Rowan's previous game, *Overlord*, and it could be said to be taking the Amiga boldly forwards into a new era of interactive InfoEduTainment.

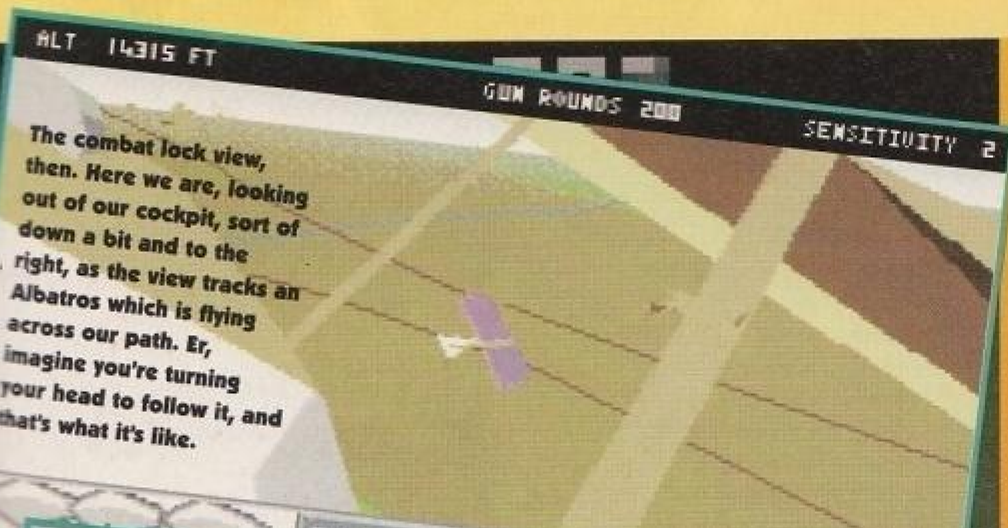
Once you're up in the air, *Dawn Patrol* looks much like any other Amiga flight sim. The aeroplanes are all neatly modelled, with roundels and iron crosses and little struts around their undercarriage, and there's a nice hazy effect on the horizon, but even on an A1200 it moves a bit jerkily unless you turn some of this detail off. Curiously, the sides of the screen sometimes move in and out slightly, making the picture bigger and smaller. Apparently this is to keep the speed of the graphics up, but it made me feel slightly sick.

The standard cockpit view only gives you a thin letterbox-shaped peek at the action. But that, of course, is where you can call upon Rowan's now-famous

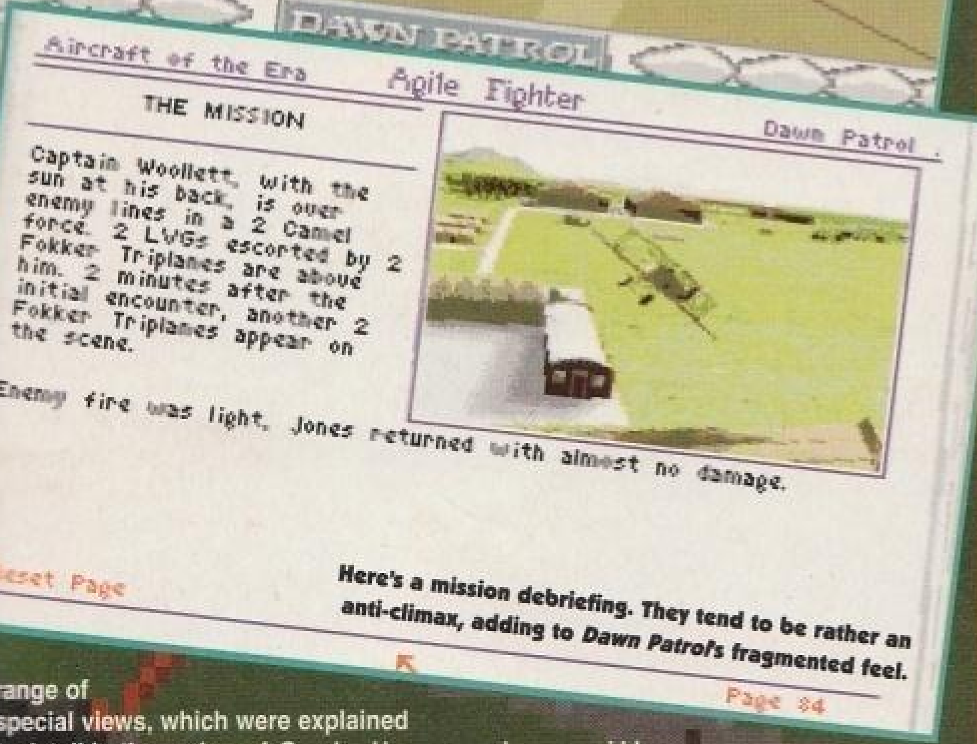
WHAT WE WANT TO KNOW IS...

Why, back in the early days of military aviation, when all the good aeroplane names (like Phantom, Lightning, Mustang and so on) had yet to be used up, did manufacturers give their aircraft feeble titles like the Pup, the Camel and the SE5a? How might the balance of the war have been altered if the Germans, instead of calling their main frontline fighter the Albatross, had flown into battle against us in Fokker Thunderchiefs, or DR4c Soul Extinguishers? Or did they realise how inappropriate such exciting, thrusting names would have been for their underpowered, unsafe aircraft? And in that case, shouldn't those pioneering aviators have been taking to the skies in the Fokker Fliegenkoffin? The Nieuport Pagnell? Or the Sopwith Crap?





The combat lock view, then. Here we are, looking out of our cockpit, sort of down a bit and to the right, as the view tracks an Albatros which is flying across our path. Er, imagine you're turning your head to follow it, and that's what it's like.


DAWN PATROL

Aircraft of the Era

Agile Fighter

THE MISSION

Dawn Patrol

Captain Woollett, with the sun at his back, is over enemy lines in a 2 Camel force. 2 LVGs escorted by 2 Fokker Triplanes are above him. 2 minutes after the initial encounter, another 2 Fokker Triplanes appear on the scene.

Enemy fire was light. Jones returned with almost no damage.

Reset Page

Page 34

Here's a mission debriefing. They tend to be rather an anti-climax, adding to *Dawn Patrol's* fragmented feel.

Aaarghh. Curse this joystick.
Oh – I'm that one, am I?
What? Has it started already?
What Goodyear blimp?
Oh no. The keyboard was upside-down.
That was just a pratice go.
Oh, *that* flight simulator.

range of special views, which were explained in detail in the review of *Overlord* in AP43. You can look at your own plane from all sorts of different angles. You can get views of all the enemy planes. And there's the incredibly useful combat lock, which follows the nearest baddie around the sky so you don't spend the whole time watching them whizzing across your field of view, fumbling for the 'left' and 'right' view keys as you manoeuvre.

FREUDENSCHAFT

If it's realism you're after, then there's lots. Switch off the Super Engines option and your plane claws feebly at the air, just like a biplane should. Try too many turny-twisty manouevres and your wings will fall off. (Although this actually gets a bit annoying, because you've no real way of knowing when you're exceeding your plane's limits. Cam pointed out that, in a real plane, you'd be able to feel the g-force, and see your wings juddering about and the ground looming up to meet you, and suggested that maybe the screen should wobble about when you're pushing the plane too hard.) Also, your guns occasionally jam, causing you to have to level out and stab repeatedly at the U key till they clear. (Although it's actually more 'quite often' than 'occasionally', and again gets annoying. Maybe gun-jamming is the flight sim equivalent of reversing-the-controls power-ups in platform games.)

There are 13 aeroplanes to choose from, from the desperately inadequate DH2 to the nimble Fokker Triplane, along with some Gotha bombers which you can't fly. And the missions are pretty varied too – as well as attacking formations of baddies you've got to escort bombers, attack barrage balloons and strafe lorries. You can also 'be' a wide variety of top aces, like Immelman, Ball and Richthofen, although in practice this means doing exactly the same sort of missions you'd be doing if you were Smith, Jones or, indeed, Davies, but with a bit of historical preamble beforehand. Except, having said that, the ace's missions are based on historical accounts, and you even get the chance to re-enact Richthofen's final, fateful flight to see if you can succeed where he failed

Perhaps it's unfair to directly compare *Dawn Patrol* with *Knights Of The Sky* simply because they're both 3D polygon World War 1 flight sims.

Farewell, Red Baron.

SASSEN RASSEN FRASSEN

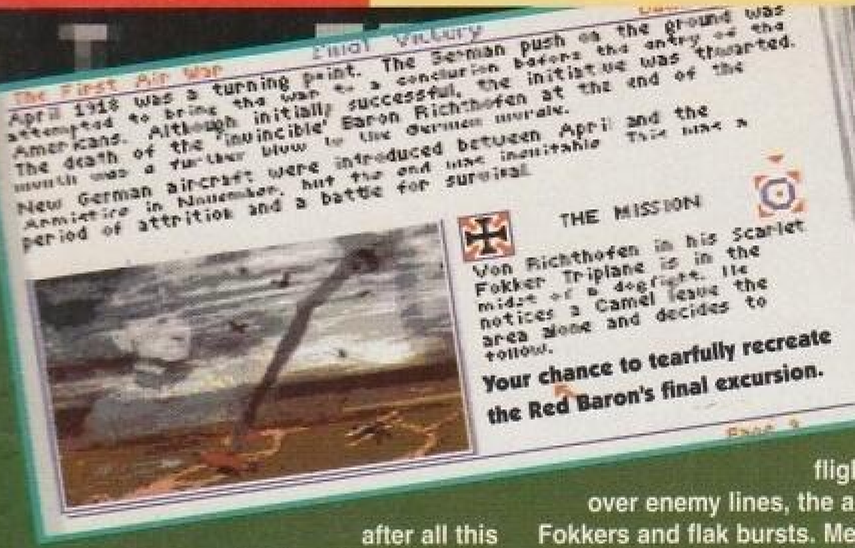
But they do both do essentially the same job and the question has to be asked: Is *Dawn Patrol* significantly better than Microprose's three-year-old veteran, which is still ranked at No 7 in our All-Time Top 100?

LEBENSRAUM

Dawn Patrol certainly has advantages over *Knights Of The Sky:* slightly more sophisticated graphics, the option to fly for the Germans and a greater variety of viewing angles, for example. It also comes in a huge box with an excellent illustrated book about the Red Baron and a manual stuffed with fascinating facts. (Apparently, during the Battle of Cambrai in November 1917, 30% of pilots were lost per day. Blimey.)

And it excels in the way the computer-controlled aircraft behave. If you spy a formation of enemy planes below, and the sun is behind you, you really do have surprise on your side. The computer planes won't be aware of you until you start shooting at them, by which time it'll hopefully be too late. And rather than stubbornly sticking with dogfights until either you or they are dead, they'll realise when they're losing and flee, leaving you either to chase after them or to give up.

But *Knights Of The Sky* is still,



The First Air War Final Victory Dawn

April 1918 was a turning point. The German push on the ground was attempted to bring the war to a conclusion before the entry of the Americans. Although initially successful, the initiative was thwarted. The death of the 'invincible' Baron Richthofen at the end of the month was a further blow to the German morale.

New German aircraft were introduced between April and the Armistice in November, but the end was inevitable. This was a period of attrition and a battle for survival.

THE MISSION

Von Richthofen in his Scarlet Fokker Triplane is in the midst of a dogfight. He notices a Camel leave the area alone and decides to follow.

Page 3

Your chance to tearfully recreate the Red Baron's final excursion.

after all this time, so much more atmospheric and exciting. It opens with some flickery, black-and-white credits and a tinkly piano tune. Then, after negotiating the menus, you find yourself sitting on your airstrip with friendly planes circling overhead and lorries driving up and down the road. (*Dawn Patrol*'s missions all start in the air, and you're never really aware of what's happening below.) You start up your engine with a satisfying splutter and lurch along the runway, clawing your way into the air just before you run out of grass. Then, after a short flight, you're over enemy lines, the air thick with Fokkers and flak bursts. Messages appear on the screen like "Bullets whistle through the air around you!" and "Gun jam cleared!", which add greatly to the tension. The ground is littered with buildings, trees, guns and trucks, which not only provide a better sense of altitude, but give you something to skim over as you attempt to evade pursuit. There's even that fantastic two-player serial link option. *Knights* might not be as realistic as *Dawn Patrol* – the number of planes and ground targets has been exaggerated so there's more to occupy you, and dogfights tend to follow repetitive patterns – but its shoot-'em-uppy feel means it works much better as a game.

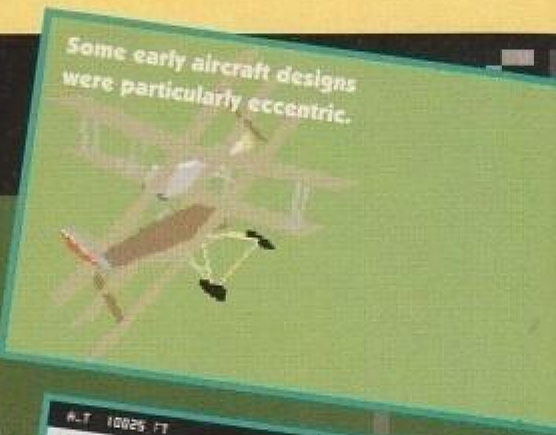
VOLKSWAGEN

Dawn Patrol, on the other hand, is slick and worthy, and in most respects a fine product, but just a trifle dull. Each mission is carefully staged and happens exactly as planned, so you're never surprised by anything. In fact, ironically, you never actually get to 'patrol' at all. You're never just sent up on the off-chance of running into some baddies, as tended to happen in World War 1. And it doesn't really conjure up that pioneering, barnstorming spirit that's one of the big advantages of a good World War 1 flight sim: although your wings fall off occasionally, you feel almost as insulated as you do in, say, an F-117A Stealth Fighter.

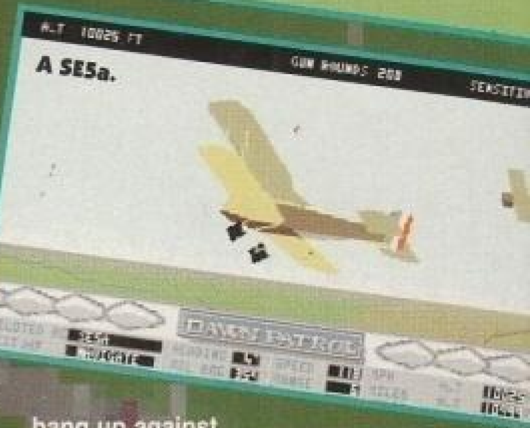
Overlord was good because, apart from perhaps *Reach For The Skies*, it's got no serious competition in the World War 2 flight sim stakes. And you could launch rocket attacks on boats and factories. But *Dawn Patrol* is slap bang up against *Knights Of The Sky* and, although *Dawn Patrol*'s got plenty going for it, it's *Knights* that we always reach for.

What's bothering me now is that, if my life really is replaying itself in reverse, then it's clearly slightly worse on the way back. So this summer, although I was planning to go to California, I'd better brace myself for the most appalling holiday in Wales on record.

● *JONATHAN DAVIES*



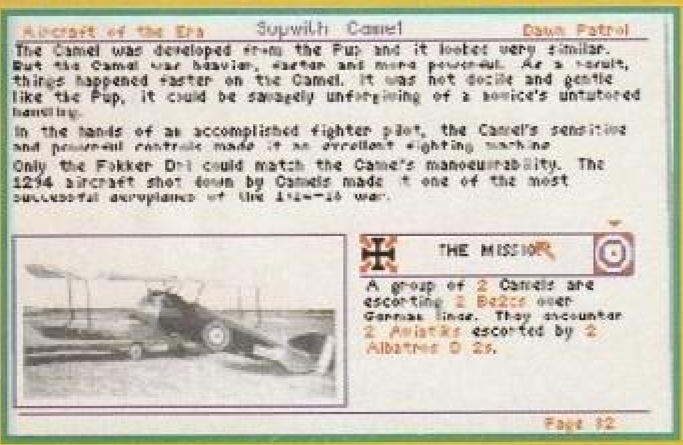
Some early aircraft designs were particularly eccentric.



A SE5a.

SEE! TRY! BUY!

Dawn Patrol is organised as an InTeracTive MultiMedia book, with everything divided up into chapters and pages. But how, you might be wondering, does this work in practice? Allow the AMIGA POWER™ InfoCannon® to tear through the blinding fog of your ignorance with its thunderous ejaculations.



Aircraft of the Era Sopwith Camel Dawn Patrol

The Camel was developed from the Pup and it looked very similar. But the Camel was heavier, faster and more powerful. As a result, things happened faster on the Camel. It was not docile and gentle like the Pup, it could be savagely unforgiving of a novice's untutored handling.

In the hands of an accomplished fighter pilot, the Camel's sensitive and powerful controls made it an excellent fighting machine.

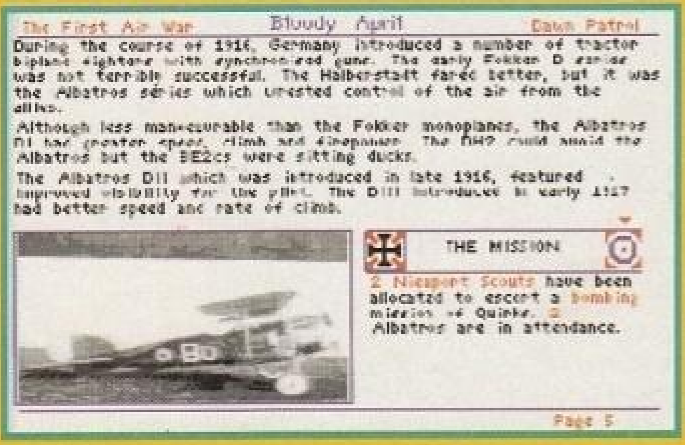
Only the Fokker Dr1 could match the Camel's manoeuvrability. The 1294 aircraft shot down by Camels made it one of the most successful aeroplanes of the 1914–18 war.

THE MISSION

A group of 2 Camels are escorting 2 Be2cs over German lines. They encounter 2 Aviatiks escorted by 2 Albatros D 2s.

Page 12

THE AIRCRAFT: Aeroplanes evolved rapidly during the war. The first few were quite dreadful (the Wright brothers had only made the first powered flight 11 years earlier), but they slowly improved until they were merely crap. *Dawn Patrol* gives you 13 to choose from, with information about each.



The First Air War Bloody April Dawn Patrol

During the course of 1916, Germany introduced a number of tractor biplane fighters with synchronised guns. The early Fokker D series was not terribly successful. The Halberstadt fared better, but it was the Albatros series which wrested control of the air from the allies.

Although less manoeuvrable than the Fokker monoplanes, the Albatros DI had greater speed, climb and firepower. The DH2 could avoid the Albatros but the BE2cs were sitting ducks.

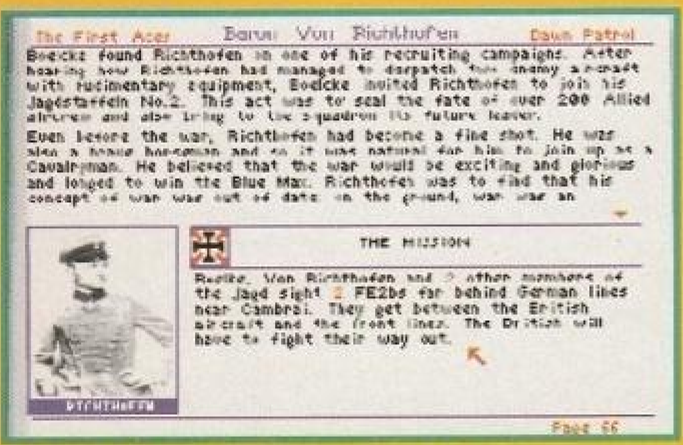
The Albatros DII which was introduced in late 1916, featured improved visibility for the pilot. The DIII introduced in early 1917 had better speed and rate of climb.

THE MISSION

2 Nieuport Scouts have been allocated to escort a bombing mission of Quinke. 2 Albatros are in attendance.

Page 5

HISTORY: 'Turning' to 'page' '2' from the 'index' elicits a series of periods from the war, stretching from those first tentative encounters to the eventual demise of the German air force. 'Turning' to one of these gives you some text to read and a choice of missions from that period to fly.



The First Aces Baron Von Richthofen Dawn Patrol

Boecke found Richthofen on one of his recruiting campaigns. After hearing how Richthofen had managed to despatch two enemy aircraft with rudimentary equipment, Boelcke invited Richthofen to join his Jagdstaffeln No.2. This act was to seal the fate of over 200 Allied aircrew and also bring to the squadron its future leader.

Even before the war, Richthofen had become a fine shot. He was also a brave horseman and so it was natural for him to join up as a Cavalryman. He believed that the war would be exciting and glorious and longed to win the Blue Max. Richthofen was to find that his concept of war was out of date on the ground, war was an

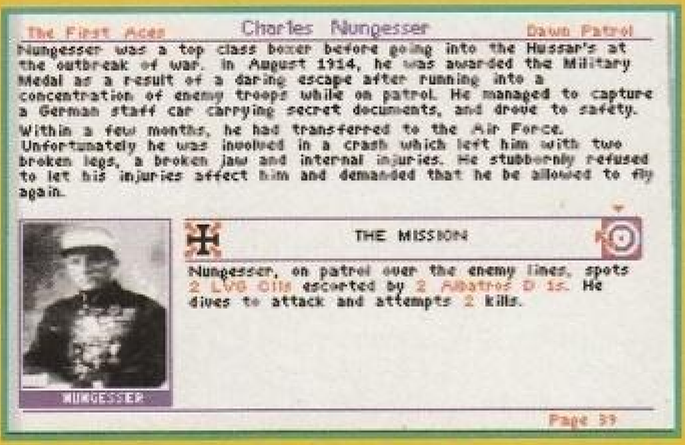
THE MISSION

Boelke, Von Richthofen and 2 other members of the Jagd sight 2 FE2bs far behind German lines near Cambrai. They get between the British aircraft and the front lines. The British will have to fight their way out.

RICHTHOFEN

Page 66

THE ACES: The best pilots shot down loads of planes, and by 'turning' to this 'page' you'll be able to read about the Red Baron, Albert Ball, Eddie Rickenbacker and their chums. Then you can fly some of the missions they flew. Each time you complete one you'll be offered another. This is probably the most involving way to play *Dawn Patrol*.



The First Aces Charles Nungesser Dawn Patrol

Nungesser was a top class boxer before going into the Hussar's at the outbreak of war. In August 1914, he was awarded the Military Medal as a result of a daring escape after running into a concentration of enemy troops while on patrol. He managed to capture a German staff car carrying secret documents, and drove to safety.

Within a few months, he had transferred to the Air Force. Unfortunately he was involved in a crash which left him with two broken legs, a broken jaw and internal injuries. He stubbornly refused to let his injuries affect him and demanded that he be allowed to fly again.

THE MISSION

Nungesser, on patrol over the enemy lines, spots 2 LVG CIIs escorted by 2 Albatros D 1s. He dives to attack and attempts 2 kills.

NUNGESSER

Page 39

PILOT BIOGRAPHIES: *Dawn Patrol* falls down a bit when it comes to creating your own pilots. The nearest you get is this 'page' where there are eight fictional pilots. Unfortunately you can't change their names or anything about them, and you're simply given a list of missions to choose from for each one. Desperately limp.

A1200

UPPERS Incredibly realistic behaviour on the part of the computer-controlled aircraft. A wide variety of planes to fly. Detailed graphics. Good viewing options. A novel 'EduInfoTainment' approach which gives you plenty of interesting stuff to read. Speaking of stuff to read, the Red Baron book is great. And biplanes always make for the most enjoyable flight sims.

DOWNERS Not much action on the ground, although there are allegedly a few trucks knocking around. Or scenery. No two-player facility. A slightly fragmented feel, what with all the various routes into the action. Poor sound effects. A distinct lack of World War 1 atmosphere.

THE BOTTOM LINE

A comprehensive WW1 flight sim which stretches the Amiga about as far as it's likely to go polygon-wise, and which is wrapped up neatly as an interactive educational experience (or something). But ultimately it falls a little short of *Knights Of The Sky* in the atmosphere and excitement stakes.

80 PERCENT

THE BOTTOM LINE

A500

We've been playing it on a 1200. It runs fine on a 500, just a bit jerkier and less detailed.

74 PERCENT

MORE CHEAP THRILLS FOR AMIGA FROM

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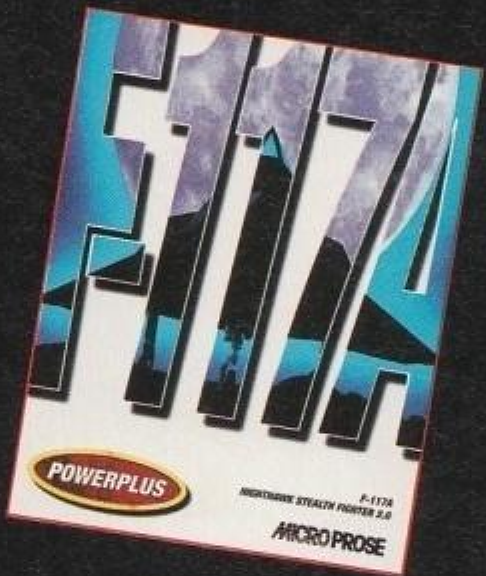
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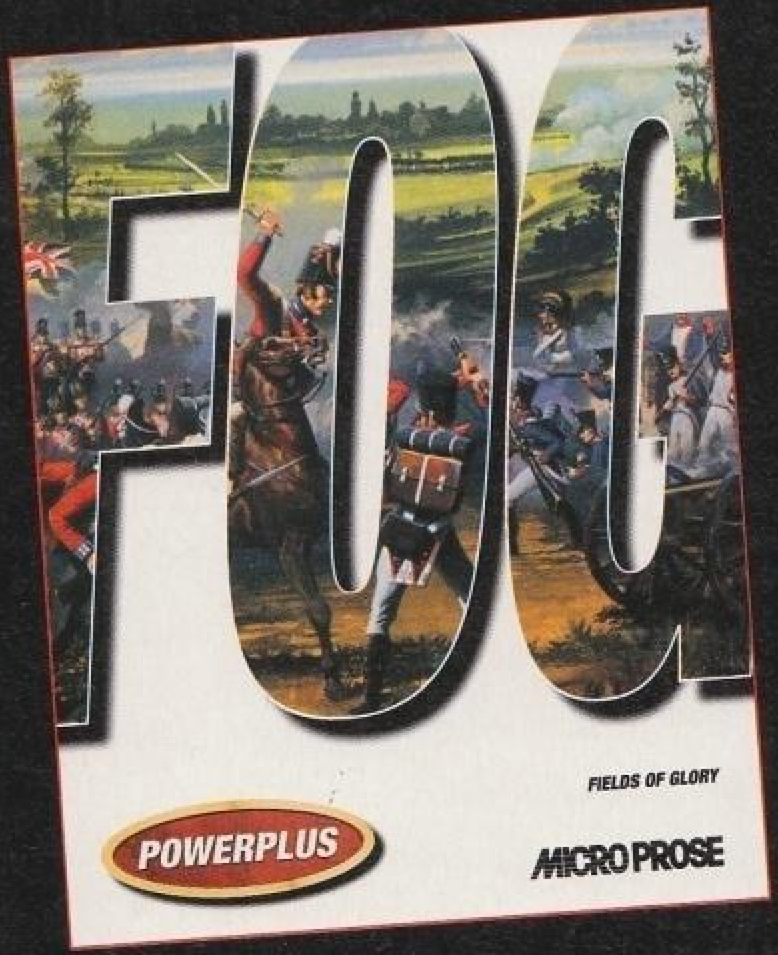
POWERPLUS
F-117A
NIGHTHAWK STEALTH FIGHTER 2.0
MICROPROSE


FOG
FIELDS OF GLORY
POWERPLUS
MICROPROSE

Amiga amigos! Are you ready for this? More for Amiga on the PowerPlus label, it's a trio of classic games from the masterminds at MicroProse. With mindblowing strategy and simulation challenges they'll test your skills to the limit. With awesome graphics, FX and action, they'll take your imagination to the edge. Yet the price tag still reads less than £20 each.
PowerPlus for Amiga. Amazing! A must!

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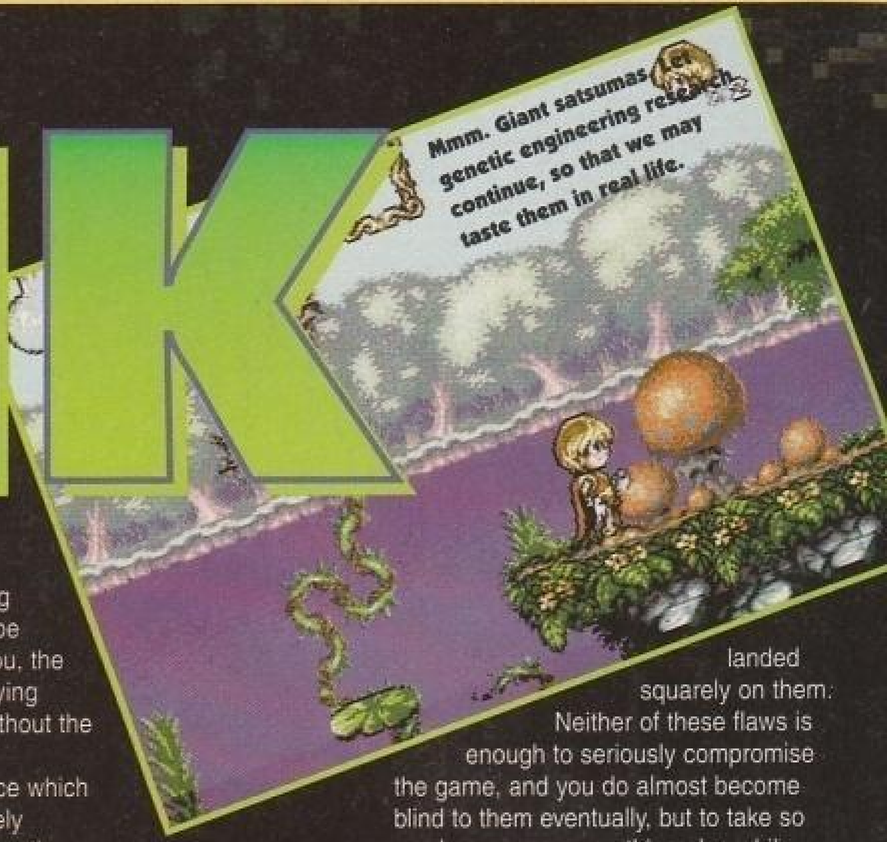
Go ahead Flink. Make my day. Aha ha ha.

FLINK



Mmm. Giant satsumas. Let genetic engineering research continue, so that we may taste them in real life.

Runs on: CD32
Publisher: Psygnosis
Authors: Erwin Kloibhofer (programming), Henk Nieborg (graphics) and Matthias Steinwachs (music)
Price: £20
Release: Out now

The nincompoops. They've clearly sweated over *Flink* for months. The graphics are delightful – Psygnosis at their best, with pretty scenery and lovingly animated characters. (We were particularly amused by the expression of terror on Flink's face as he runs out of control down really steep hills). It's packed with ideas. Not all of them are successful, and most are simply plundered from other games, but at least there are some. The spell-casting system adds an extra dimension, for example, and you can pick up stunned baddies and hurl them at other baddies, as with the Koopas in *Super Mario World*. The music is, sadly, from the beat-box of Beelzebub (Steve's line), but that is only to be expected. There are some cracking end-of-world bosses. And there are loads of secret bits to discover. Basically, a determined effort has been made to create something special, something that can be sold to you, the game-buying public, without the crisis of conscience which must surely accompany the release of so many platform games.

WIZARD

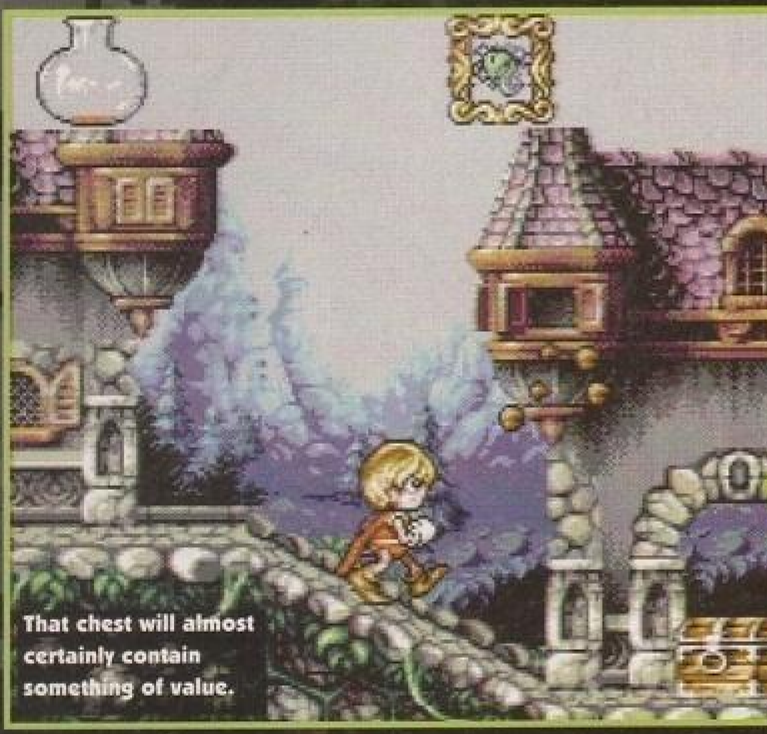
Why, then, does Flink, your character, react to the controls like a cretin? When you press left or right he walks forward arthritically slowly for a few seconds before suddenly lurching up to speed, frequently plummeting from the platform to his death or crashing into a monster. A child of three could spot how feeble an attempt to simulate inertia this is, so why did it escape Psygnosis's team of playtesters? Furthermore, Flink has a frustrating tendency to slip through the edges of platforms when he should clearly have landed squarely on them.

Neither of these flaws is enough to seriously compromise the game, and you do almost become blind to them eventually, but to take so much care over everything else while messing up something as fundamental and straightforward as the way your character walks about is criminal.

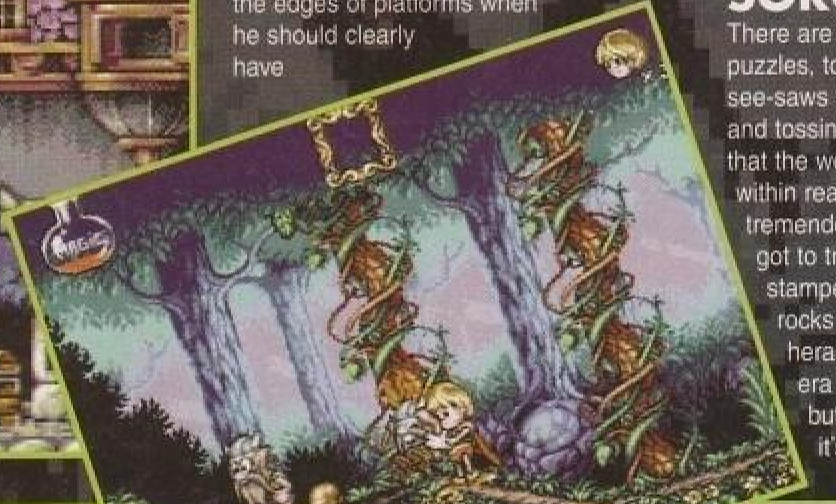
Flink begins, innovatively, in a Forest World™. You run along from left to right, kill some baddies using the erratic and much-hated (by me) but traditional jumping-on-their-heads system, and collect power-ups, and that's largely it. But things soon liven up with the arrival of fire-breathing monsters, rotating platform-wheels, showers of falling leaves which you've got to jump about on, and forced-scrolling levels (more of which later).

SORCERER

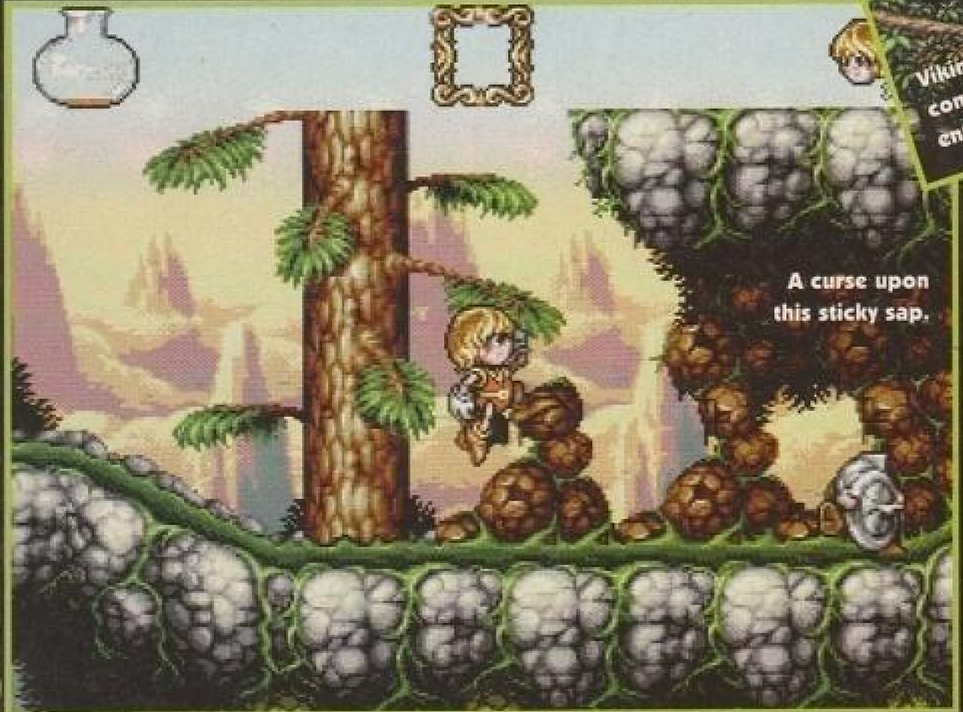
There are some mildly entertaining puzzles, too, involving dropping rocks on see-saws to catapult yourself into the air, and tossing other rocks onto platforms so that the weight causes them to sink to within reach. And later there's a tremendously exciting bit where you've got to try to escape from a herd of stampeding boars by heaving yet more rocks into their path. *Flink* hardly heralds the arrival of a brave new era of platform game technology, but at least it makes the effort, and it's never dull.



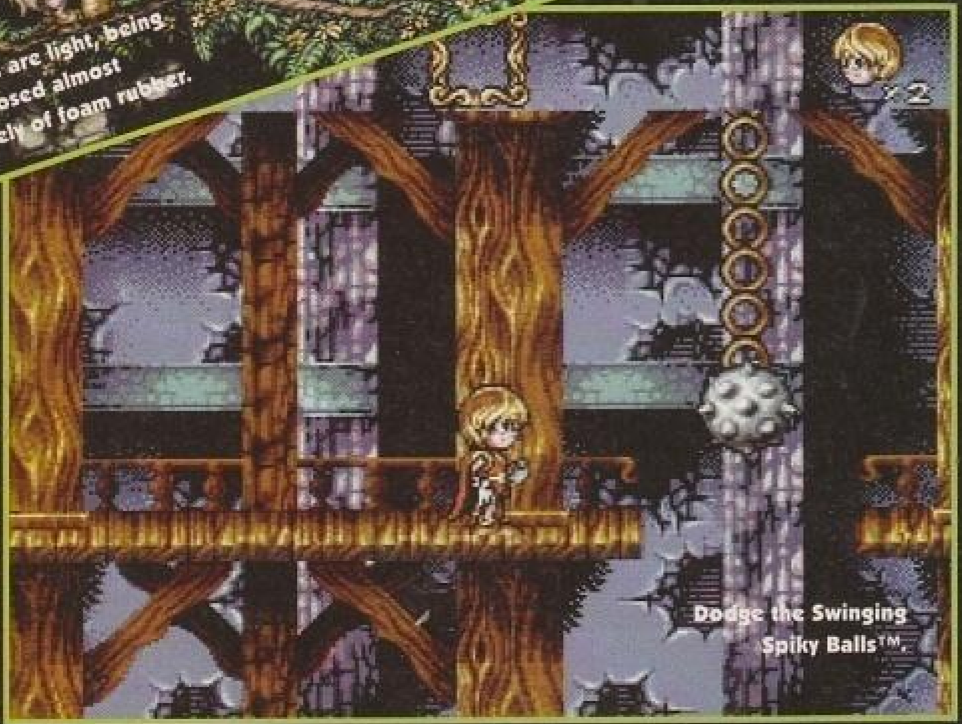
That chest will almost certainly contain something of value.



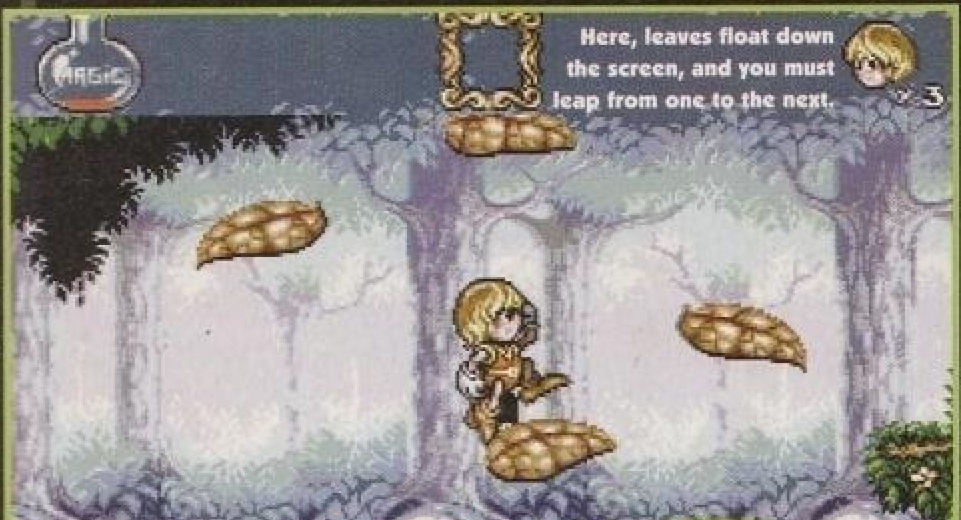
Vikings are light, being composed almost entirely of foam rubber.



A curse upon this sticky sap.



Dodge the Swinging Spiky Balls™.


Here, leaves float down the screen, and you must leap from one to the next.

A springy thing.

A naturally-occurring rotating platform wheel.

It's also tautly structured. There are four worlds, each divided into several levels. These are further chopped up into short sub-levels, with the result that no one section lasts for more than a minute or two. And, as there are plenty of baddies all over the place, the game feels pacy and action-packed.

Further examples of inept design do rear their distasteful heads, though. Those forced-scrolling levels, for example. The idea of forced scrolling is to keep you moving, to make you think fast, to deny you the chance to stand around getting your breath back. *Flink*, however, uses it to slow your progress. You jump onto a platform and find it sinking into the water beneath your feet. If you don't jump off quickly, you'll die. Except there's nothing to jump onto because the next platform hasn't scrolled onto the screen yet. You were, in fact, supposed to wait for it to do so before jumping onto the first platform. Ridiculous.

Even worse are the occasional bits where you'll see a barrel floating temptingly in the water. The waves are making it bob up and down – so much so, in fact, that it keeps disappearing off the bottom of the screen and reappearing again. So you jump onto it. But – oh no – as soon as the barrel disappears off the screen and your character follows it across the level's arbitrarily-chosen cut-off point, you die. Preposterous.

WARLOCK

But *Flink* rallies bravely with lots of nice bits. The bosses looks excellent, with special CD32 rotating bits, although they're rather routine to actually kill, and one of them makes the scrolling slow down to a judder. I was deeply touched by the baddies who run around with bags on their backs with spell ingredients poking out of them. If you kill the baddie he drops the ingredient, which is much nicer than having it simply appear from nowhere.

The continues system seems just about right, too. There are no passwords, but you can choose between three or five continues, or practice mode. In the case of the latter you can continue as many times as you want, but you won't be able to tackle the final boss and complete the game. What this does mean, though, is that if you want to play the game through to the end you'll have to do it in one sitting – a save facility might have been slightly more convenient.

It's fun, then. But how long will it last? Hmm. I wouldn't really like to say. Although it's big, it's not all that hard (and not particularly clever), and I'd seen pretty much the whole thing by the end of my first day's play. What's more, I was getting ever so slightly bored of jumping around the Tree World, and having apples fall on my head. And the controls were starting to get on my nerves again. And 98% of it we've already seen elsewhere. (Just wait till you get to the Runaway Mine Cart™ level. No, really.)

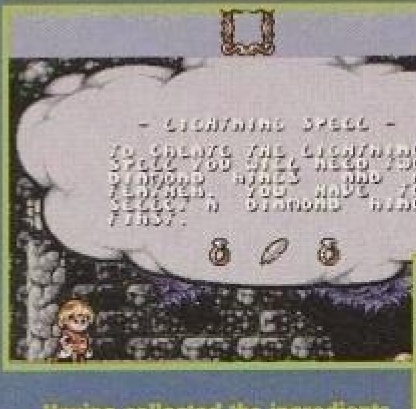
Flink's good, then. But there are annoying bits. And it's not very original. And it's not entirely clear why it'll only work on the CD32.

● ***JONATHAN DAVIES***

> **"Some cracking end-of-world"**

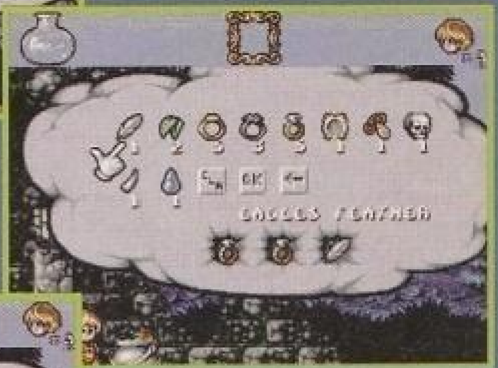
THE SPELL OF NAPALM IN THE MORNING

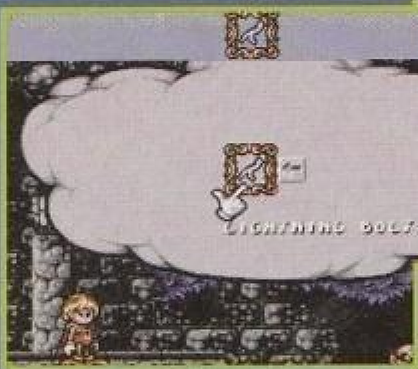
Like 90% of all game characters, Flink is an apprentice wizard. This means he can mix up ingredients to make spells, of which there are about nine. (All right, exactly nine.) These will then assist him in various ways.


- LIGHTNING SPELL -

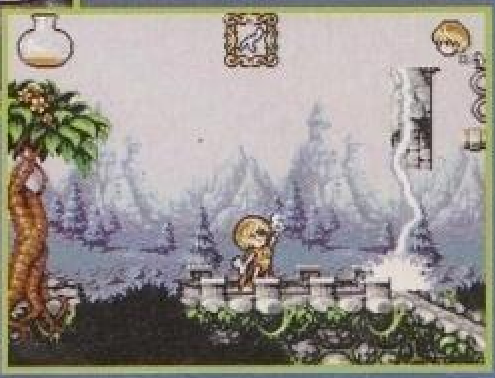
TO CREATE THE LIGHTNING SPELL YOU WILL NEED TWO DIAMOND RINGS AND A FEATHER. YOU HAVE TO SELECT A DIAMOND RING FIRST.

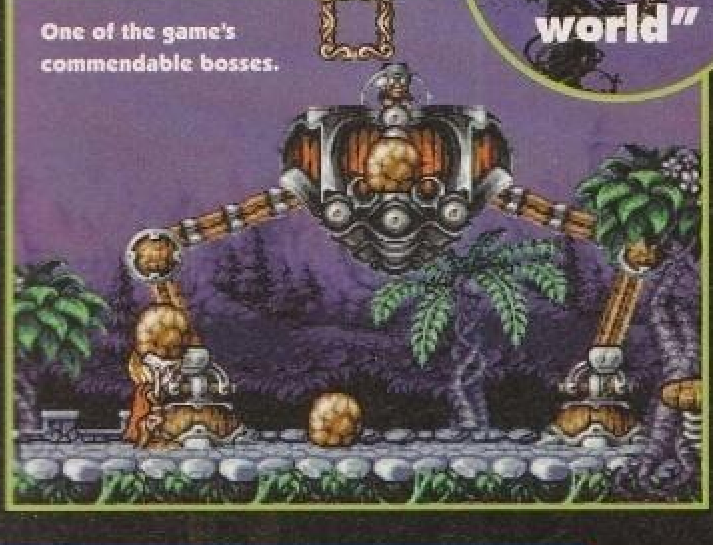
First, though, he's got to find the recipes. These lurk in chests and places. This particular one is clearly a lightning spell.

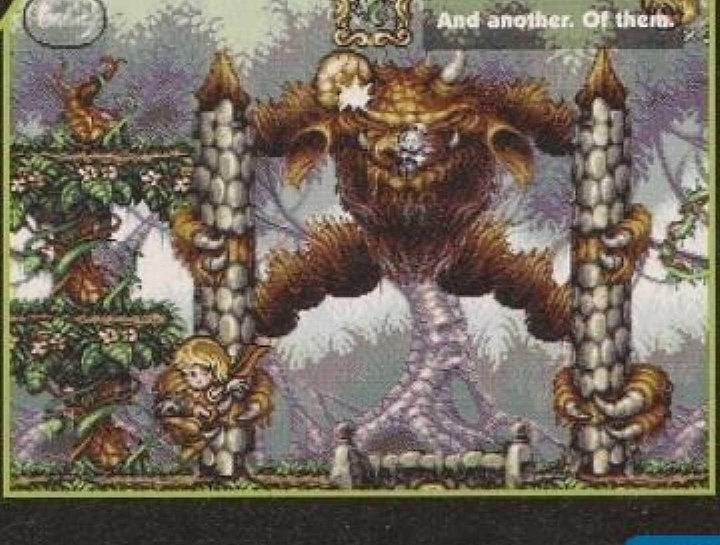

Having collected the ingredients (which are scattered around on the floor), you've got to mix them up. This is all a bit obvious. Sorry.



Then, pop it into your spell book to use at a later date. We've only mixed one spell here, but we could have mixed up, for example, two.


And there we are. Grabbed with pinpoint accuracy, our lightning bolt invokes fearsome retribution upon all baddies in the locality.


One of the game's commendable bosses.


And another. Of them.

UPPERS Desperately beautiful. Smooth animation. Packed with stuff, even if most of it has been rehashed from other games. Generally highly entertaining.

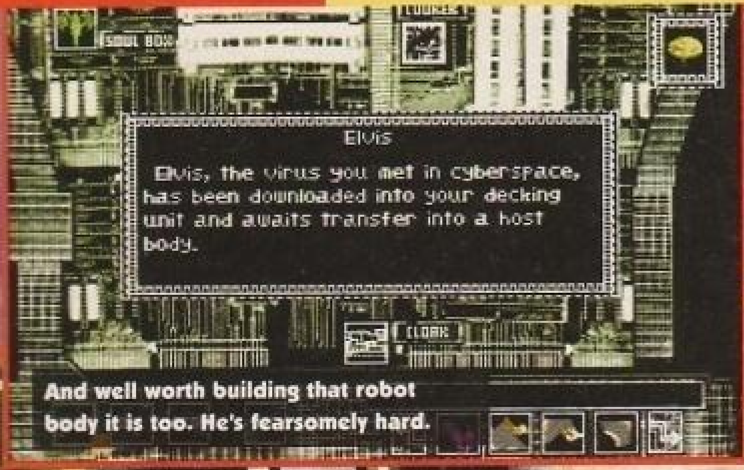
CD32

DOWNERS Despicable controls, and a couple of entirely original and immensely irritating blunders. Oh, and an incredibly obscure bug which corrupts the screen if you change from 60 to 50Hz mode while in the menus.

THE BOTTOM LINE

If you lined up all the platform games in the world in order of merit – against a wall – *Flink* would be in the top 10% of them.

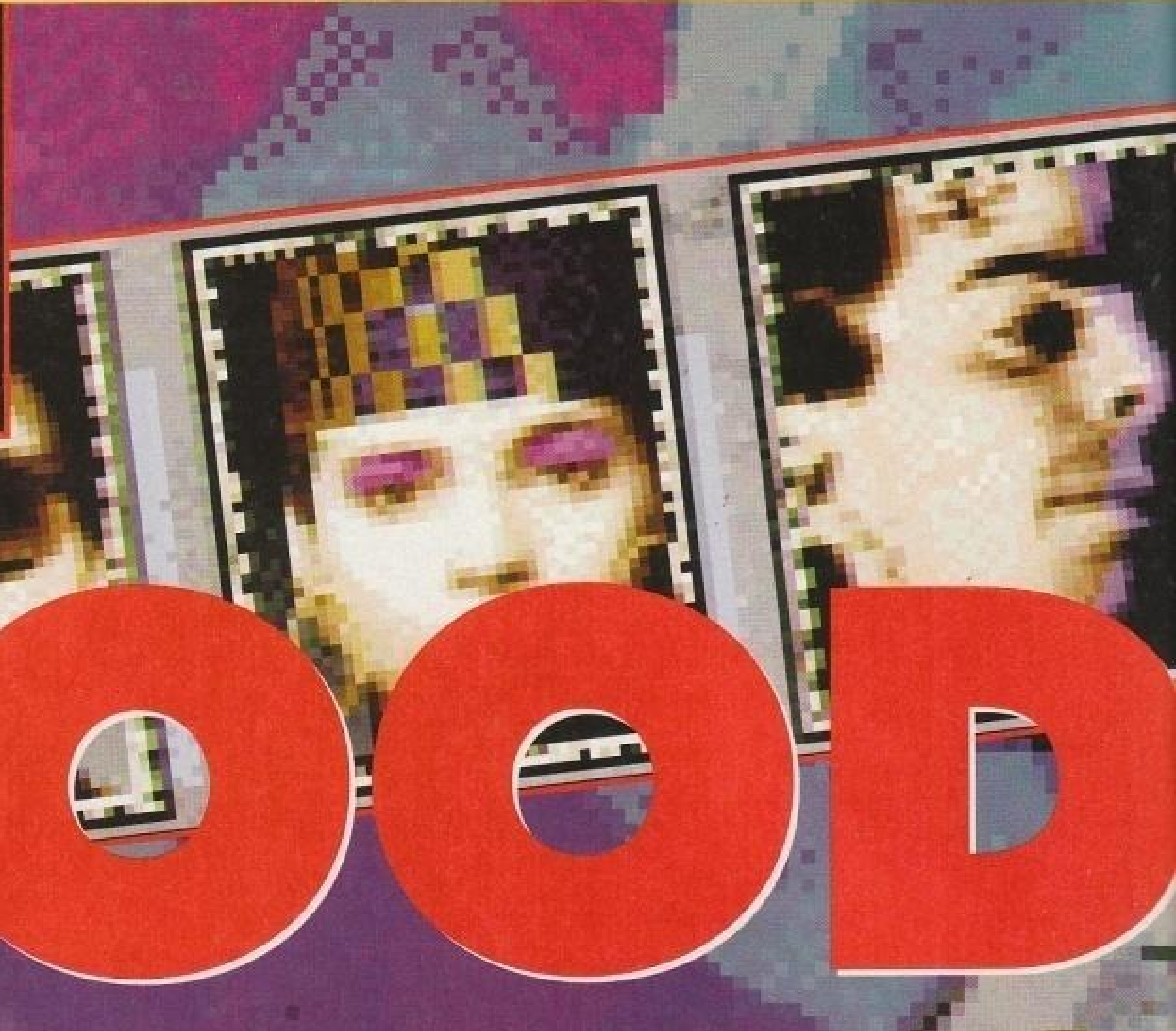
79



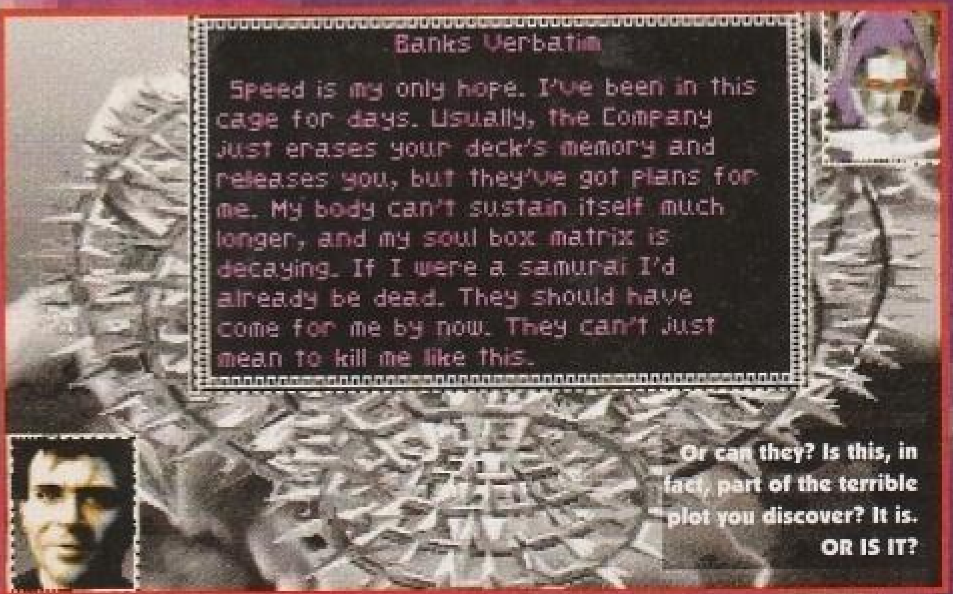
Elvis

Elvis, the virus you met in cyberspace, has been downloaded into your decking unit and awaits transfer into a host body.

And well worth building that robot body it is too. He's fearsomely hard.



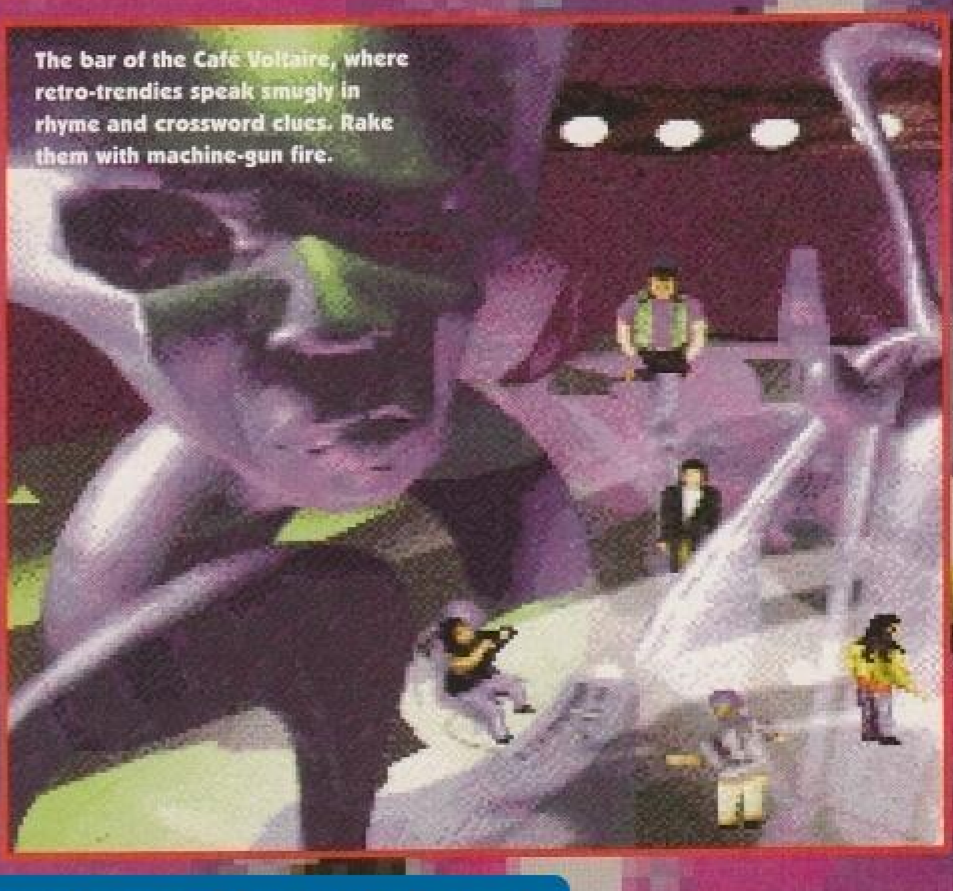
BLOOD



Banks Verbatim

Speed is my only hope. I've been in this cage for days. Usually, the Company just erases your deck's memory and releases you, but they've got plans for me. My body can't sustain itself much longer, and my soul box matrix is decaying. If I were a samurai I'd already be dead. They should have come for me by now. They can't just mean to kill me like this.

Or can they? Is this, in fact, part of the terrible plot you discover? It is. OR IS IT?



The bar of the Café Voltaire, where retro-trendies speak smugly in rhyme and crossword clues. Rake them with machine-gun fire.

Murder. Vampirism. Revolution. The amusingly disparate one on the end, perhaps involving cream teas. We could have written film posters.

Runs on: A1200
Publisher: Gametek
Authors: Take 2, Catfish and Teeny-Weeny Games
Certificate: 18
Price: £35
Release: Out now

There used to be a computer magazine called Ace. As every computer magazine has to have a gimmick – AMIGA POWER's, for example, being that we always tell the truth about games – Ace had a farcical scoring system. Each game reviewed by Ace received not only a mark out of a thousand, but also a gently or steeply curving line predicting how your interest in the game would be retained over time. Nonsense, of course, as the reviewers clearly hadn't been playing the game for three months (or whatever).

Anyway, the point is while playing *Bloodnet* I've been mentally plotting my own 'lasting interest' curve and it looks like a row of spikes on a tachycardiac sugar-fiend's electrocardiograph machine. Not since *Elite* has there been such a nettling mixture of the buzzingly terrif and crashingly poor. No sooner would an intriguing plot twist pop into view than a gruesome mechanical fault would lurch from the wings to cancel it out. Tragedy loomed like some doom in a room as a week or so of sternly attentive play left me wallowing miserably in that flat, indecisive state. But then, a religious experience.

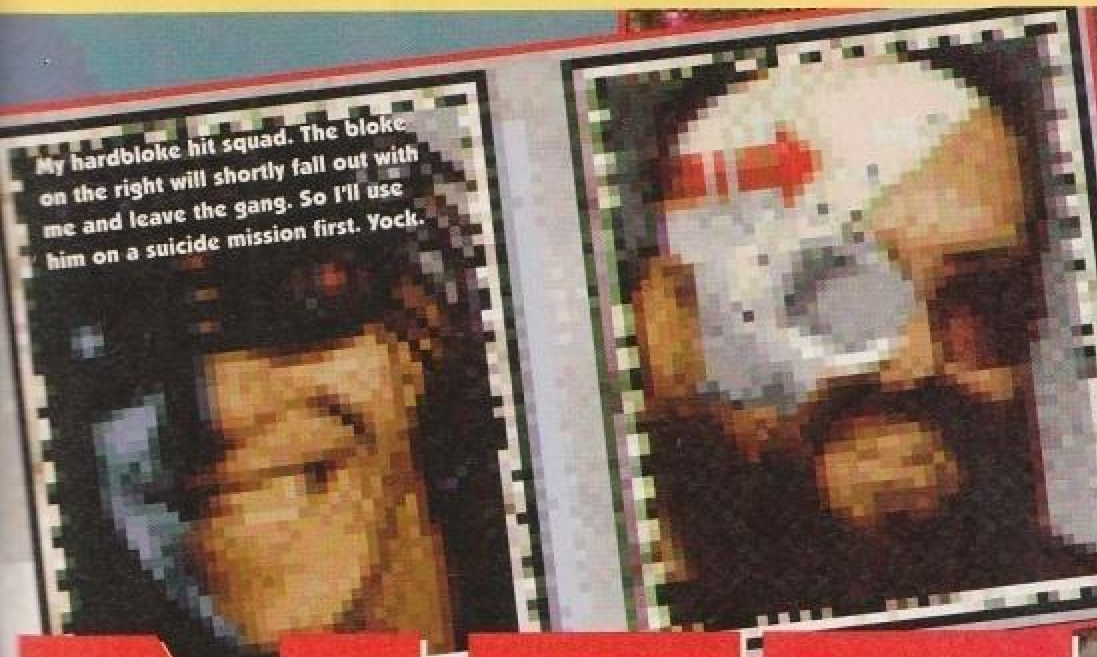
"Plotting to free the world's computers"

CUSHION

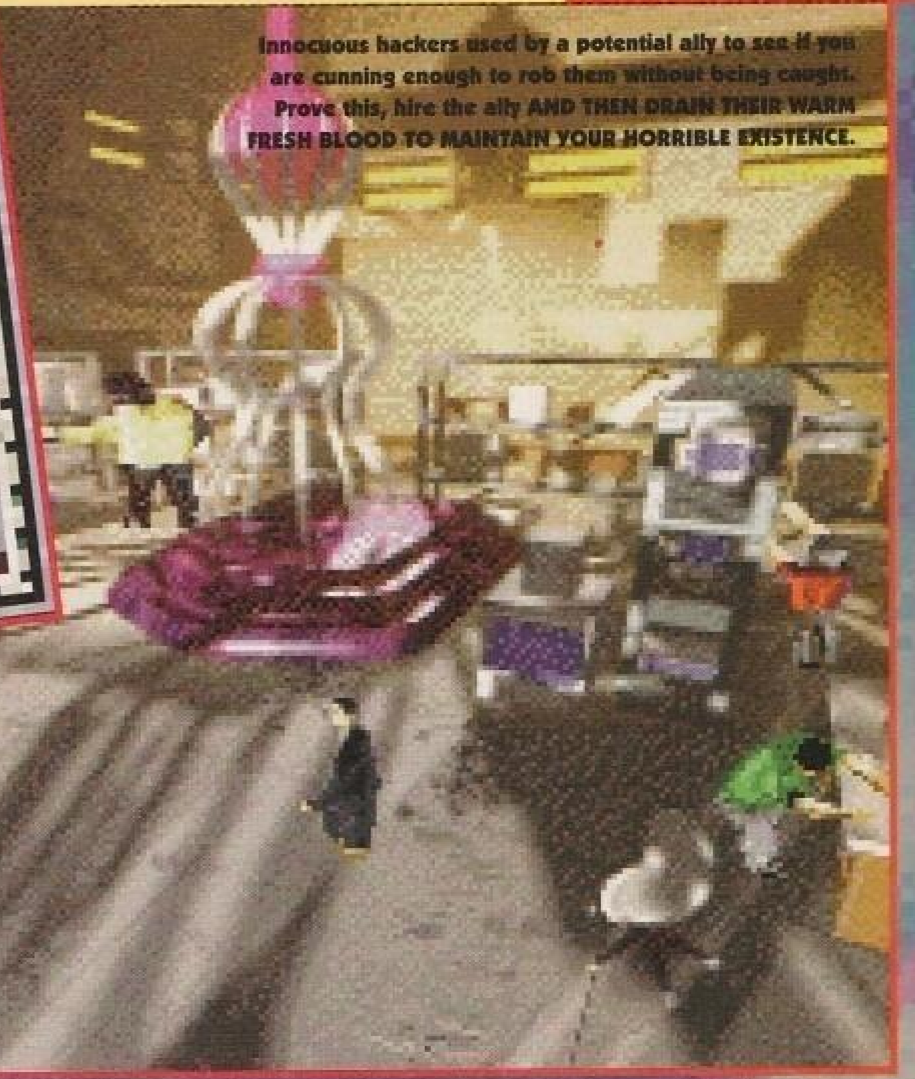
Bloodnet (the everyday tale of a vampiric 'cyberpunk') is a phenomenally complex point-and-click adventure. Far phenomenallier than is needed, in fact, with a CONTROL METHOD OF ASMODEUS that uses both mouse buttons in an unhelpful manner and a doorstop manual of essential reading. You can 'recruit' characters to your 'party' and 'jack' into 'the matrix'. Statistics make a fulsome appearance, as do 'character generation' and (eek) 'hit points'.

The game has a terrible, terrible beginning as you struggle with the controls. Picking up an object is a three-stage affair: first, you double-click on it with the right button to bring up a description of the object; then you single-click on it with the right button to put it in your hand; then you turn your character to face out of the screen and single-click on him with the left button to make him put it in his inventory.

The idea is that, with the object in your hand, you can switch to another



My hardbloke hit squad. The bloke on the right will shortly fall out with me and leave the gang. So I'll use him on a suicide mission first. Yock.



Innocuous hackers used by a potential ally to see if you are cunning enough to rob them without being caught. Prove this, hire the ally AND THEN DRAIN THEIR WARM FRESH BLOOD TO MAINTAIN YOUR HORRIBLE EXISTENCE.

NET

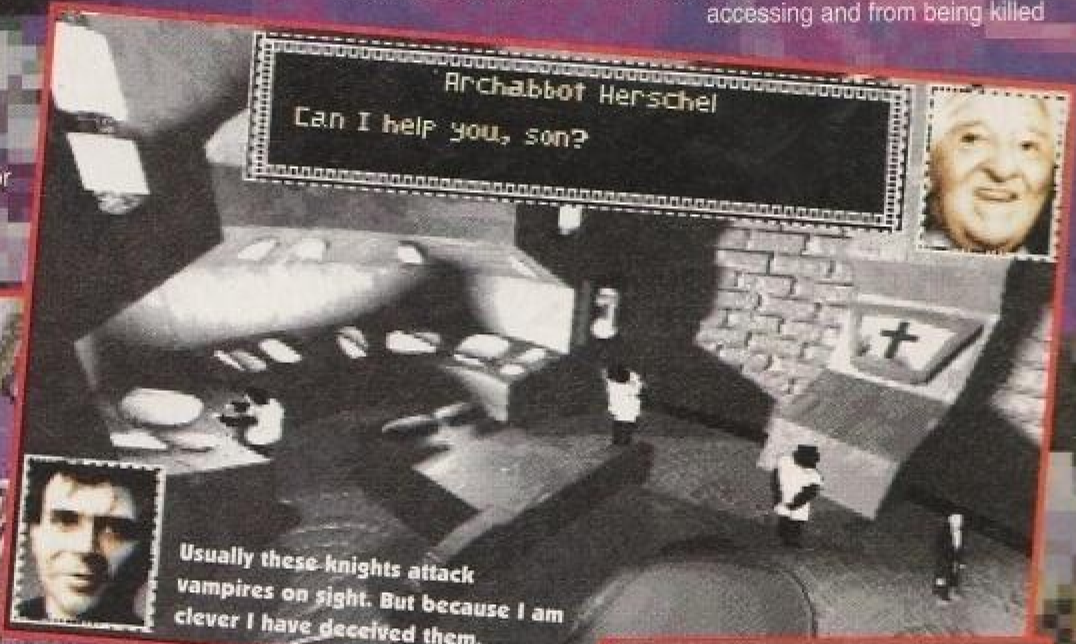
'sheet' and, say, put it in your computer unit, give it to another person in your group or 'use' it with something. But you can do all this much more easily from the all-in-one inventory screen. Worse, because you have to double-click to examine an object, it's all too easy to get it accidentally – a fatal error if you're in a room with someone on guard.

Practice helps, of course, but you'll still fume over having to pick everything up one object at a time and then switch to the inventory screen, scrolling through lists of unlabelled icons in order to pass the objects to the appropriate character because the members of your party can't get things directly. You should at least be able to specify into whose inventory objects are put by default.

And, heck, while we're on the subject of clumsiness, although you don't have to walk around the location to pick up objects or talk to people – the game takes the sensible view that you can reach everything and you can switch directly to the city map in order to travel around – you do have to manoeuvre your character through doors if there's an adjacent room and this is appallingly and unnecessarily fiddly.

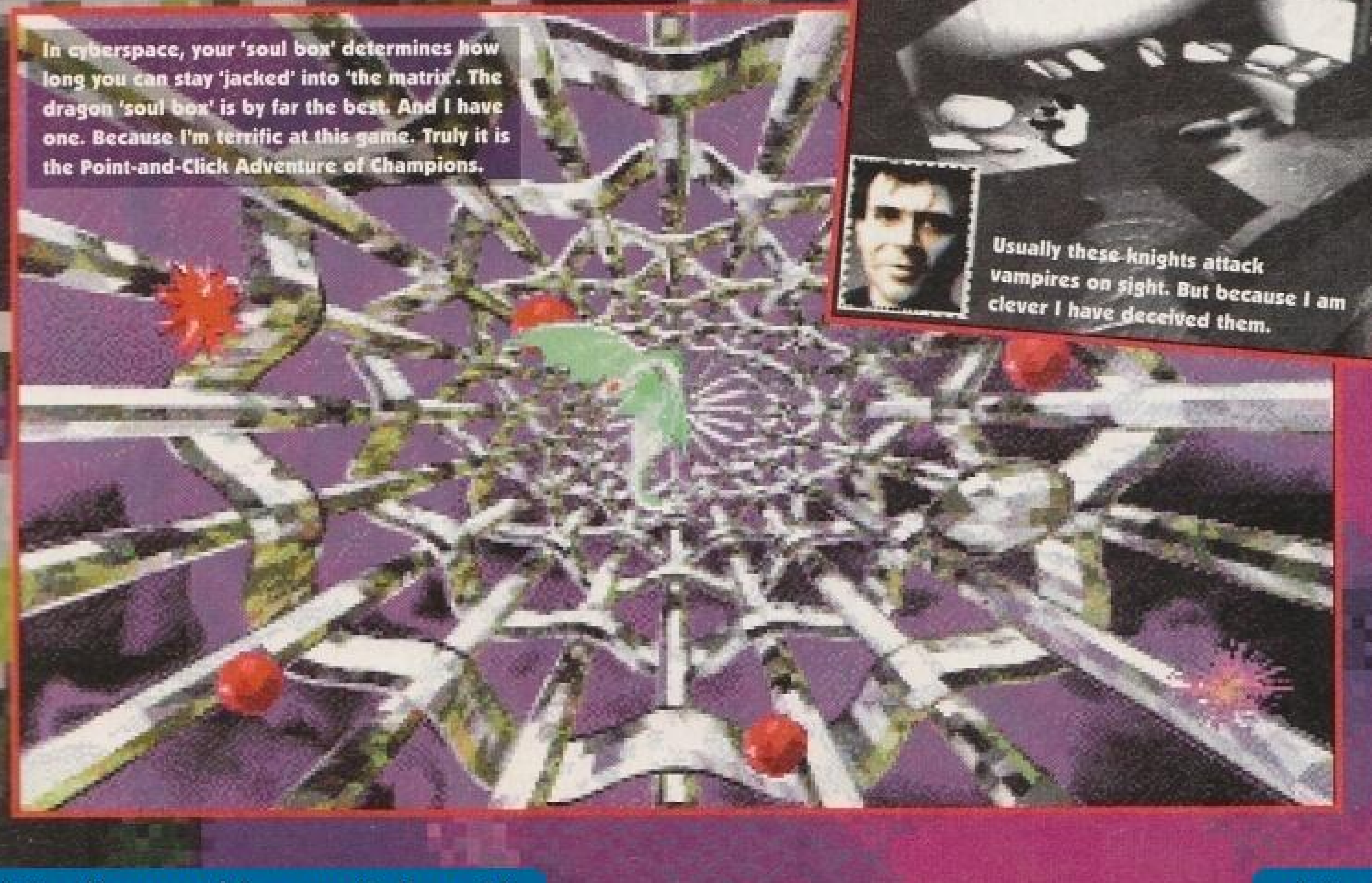
Again, if someone attacks you (sometimes if you just talk to them, or walk into the same room as them), you're only given the option to run away after you've meticulously placed your companions in fighting positions. And, cheaply, in fights everyone's represented by the same sprite so you can't easily see who's shooting whom. And even if you've already talked to them, you don't get any indication of who the characters are on the screen until you commit to talking to them – an agonising fault when their talky close-up faces look absolutely nothing like their full-figure pictures. (At a transient camp, for example, an obviously age-bent shawled white woman turns out in close-up to be a 12-year-old black arms dealer. Cheers, Mr Artist.)

And playing from floppy is impossible – everything you do causes lengthy disk accessing and from being killed



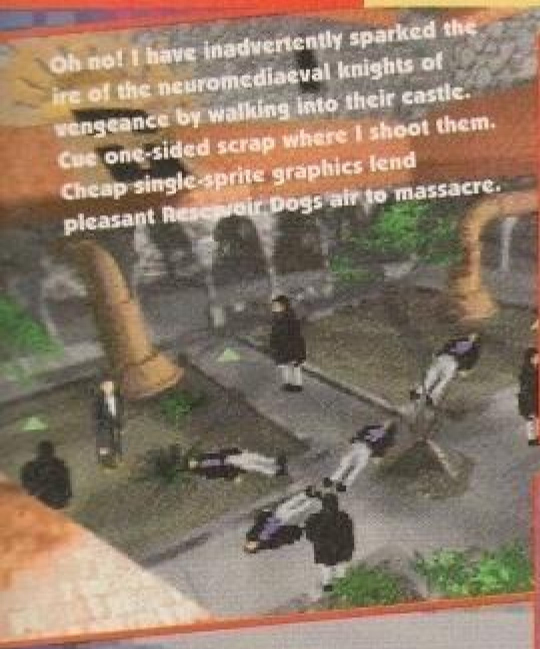
Archabbot Herschel
Can I help you, son?

Usually these knights attack vampires on sight. But because I am clever I have deceived them.

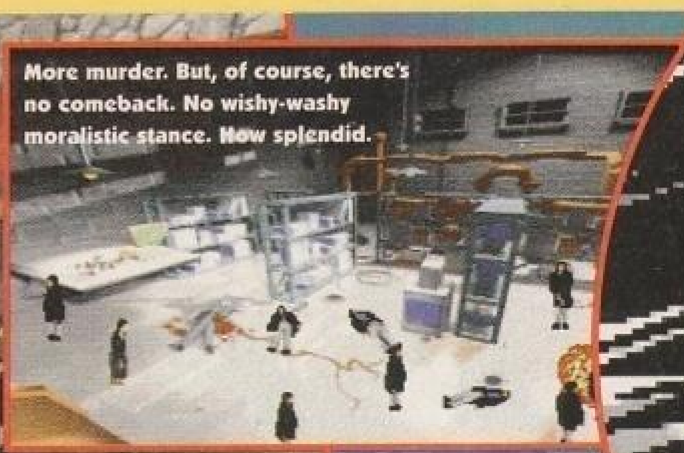


In cyberspace, your 'soul box' determines how long you can stay 'jacked' into 'the matrix'. The dragon 'soul box' is by far the best. And I have one. Because I'm terrific at this game. Truly it is the Point-and-Click Adventure of Champions.

"Hello."

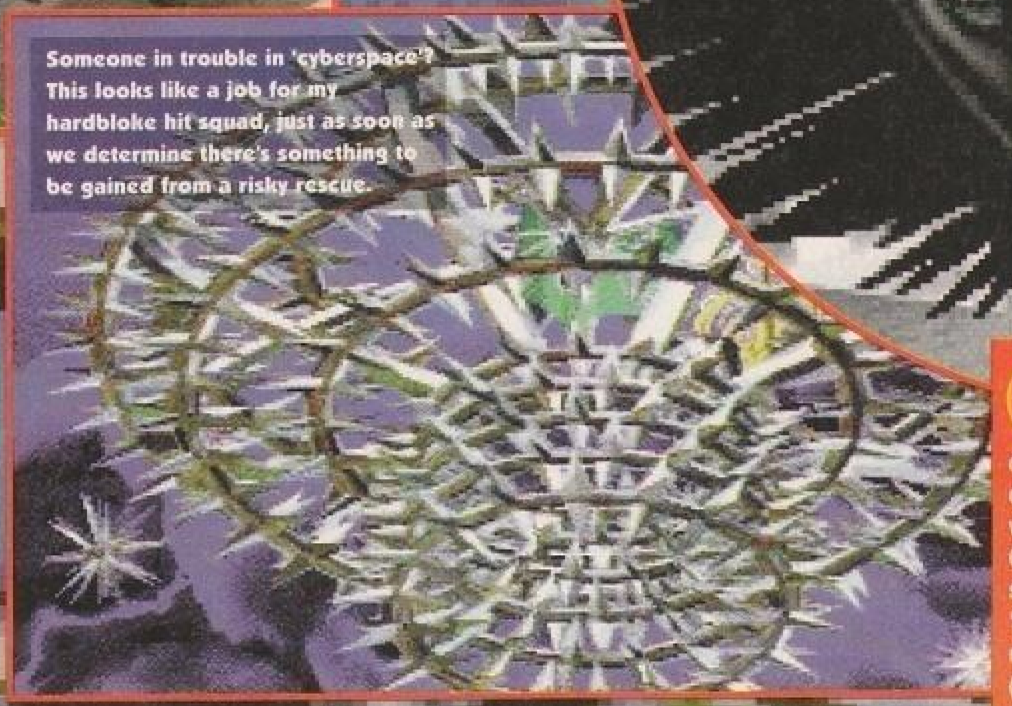


Oh no! I have inadvertently sparked the ire of the neuromediaeval knights of vengeance by walking into their castle. Cue one-sided scrap where I shoot them. Cheap single-sprite graphics lend pleasant Reservoir Dogs air to massacre.



More murder. But, of course, there's no comeback. No wishy-washy moralistic stance. How splendid.

Die, innocent vampire groupie. PERISH TO FEED THE MONSTER OF MY SOUL.



Someone in trouble in 'cyberspace'? This looks like a job for my hardbloke hit squad, just as soon as we determine there's something to be gained from a risky rescue.

to being asked to insert a save game disk takes 17 swaps.

And you don't get to talk to people, you just get fed lines and occasionally answer yes or no to a question. And there are minor bugs, like people chatting about people you haven't met yet as if you have, or tattling about people you've just shot in front of them without apparently having noticed you've just shot them. In front of. Them. Brrrr.

PRIZE

Such are the faults of *Bloodnet*, skidding maliciously beneath the hammer of kindly indulgence like the hamster in the underfelt of life. It took me the week or so of attentive playing to realise I didn't care about them at all because I was having far too much fun.

Being a bit of a point-and-click player, I've come to loathe their addle-pated Saxinraxin-Raxinfraxin plots (off which hang lots of obvious puzzles for no reason other than point-and-click games have to have lots of them and they have to be obvious), their plastic characters (often existing solely to blurt out a vital clue before dropping dead) and their crass storytelling (clearly planned without a writer in sight). *Bloodnet*'s story is a zinger. On the streets of 21st Century Manhattan vampires are quite at home, picking off the underclass and concealing themselves from the neuromediaeval knights of vengeance by setting up richboy clubs for bored necrophytes.

Meanwhile, revolutionary students are plotting to free the world's computers from the proprietary grasp of a sinister multi-national corporation, people are being bumped off in 'cyberspace' and in trying to find someone who can reverse the slow vamp conversion you're undergoing you uncover a plot of terrible proportions that only a cockroach embittered by a life of pitiable uselessness would reveal to you. Isn't that fantastic? A tremendously involving, immaculately-scripted story that fizzes with ideas, populated with characters who never ring false, stocked with sly, satisfying puzzles that don't leave you trying combinations of everything you're carrying in befuddlement AND NARY AN ORC IN SIGHT.

Even more refreshingly it's all non-linear, letting you follow up leads and explore the city- and 'cyber'-scape in any old order and leaving it to you to tie up your findings. (I myself continue to err on the side of caution, not yet taking up a number of hackers on their eager offers to rampage through 'cyberspace', but for the moment retaining my hardbloke hit squad to make sure of any opposition.) And the game's cheerfully amoral.

There's a bit, for instance, where you find out a gang is being hired by the villain to rub you out, but is willing instead to work for you if you come up with their fee first. Cunningly, however, it's just as easy to storm into their hideout and massacre them before they get a chance to be a nuisance because shooting someone carries no penalty beyond perhaps stinging their friends into reprisals. (A word here about the scraps themselves: although everything's governed by 'target acquirement', 'character statistics' and those (eek) 'hit points', you can thankfully turn them all off and tell everyone to act on their own initiative, sit back and watch the exchange of fire in hopeful terror.)

PIN

A major plot-point of the game concerns synthesising dangerous high-tech drugs to help your party in fights or in 'cyberspace' (or to sell for a tidy profit) and, most entertainingly, as a half-vamp you're forced periodically to kill for blood, the nebulous 'innocence' of your victim determining how much you lose of your precious humanity. Truly, *Bloodnet* is a game where you are in control. AS IT SHOULD BE. (It's also luxuriously large; after that week or so of attentive play, at a guess I'm a little over halfway through the game, still visiting new locations and still returning to old ones armed with extra information to make sense of the rum goings-on. Although, of course, the non-linearity makes it splendidly difficult to establish how far I am from success.)

Point-and-click games are in the vast majority an insolently poor bunch. *Bloodnet* joins with ease the pantheon of greats, jostling *Beneath a Steel Sky* and *Nippon Safes* to appear in the class photo beside the *Monkey Islands*. It's beautiful.

● *JONATHAN NASH*

Oddly, my coat from the inventory screen. Still. Looks nice, eh?

UPPERS Great plot. Tremendous storytelling. Good dialogue as well – the characters are neatly delineated. You don't have to search for objects or walk over to people to talk to them. Crafty puzzles that stem from the story. Refreshingly grim and amoral. 'Dialogue replay' means you can refer back to any conversation (typically consistent with the game logic – it's thanks to the 'neural implant' that's keeping you from becoming a full vamp). It's non-linear. It has the line "Ram it, Stark – I got Chinese to debug" in it.

DOWNERS You need a hard drive and 2Mb of memory: playing from floppy is unthinkable as the game has 12 disks and accesses at least two every time you do the slightest thing. Learning to use the bafflingly over-complex controls is a maddening hurdle. You can get killed (but only in a fair fight). Exits from a room are poorly labelled, and walking your character through them is cursedly tricky. Music from Danny Elfman's bin.

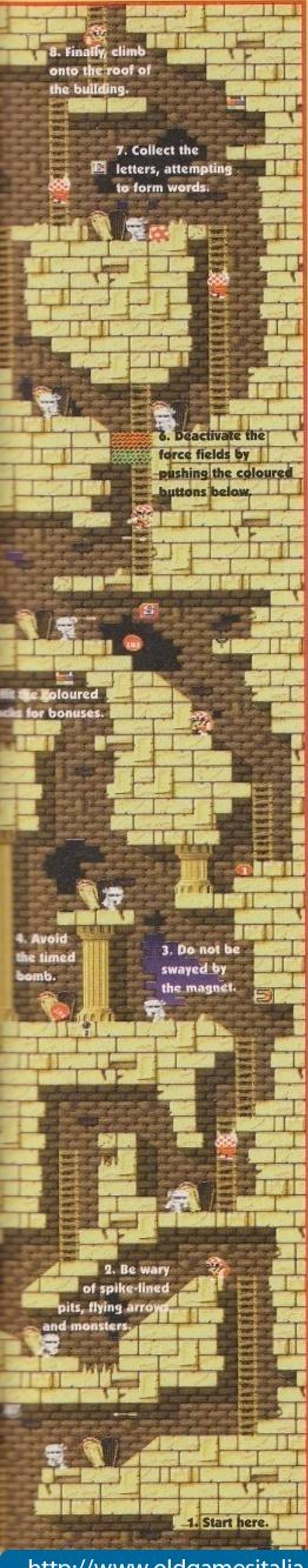
THE BOTTOM LINE

Clever, well-scripted, thoroughly engrossing adventure THAT IS FUN. Buy a hard drive, take the trouble to conquer the controls and be rewarded with easily the best point-and-clicker of the last three years. I haven't had so much fun since first playing *Monkey Island* and I'm determined to complete it. It really is that good.

90 PERCENT

7THE BOTTOM LINE

A500 Work proceeds apace on a 500/600 version. But it is a slothful pace. "Many months" will pass before it arrives. Write to Gametek and DEMAND REGULAR PROGRESS REPORTS.



8. Finally, climb onto the roof of the building.

7. Collect the letters, attempting to form words.

6. Deactivate the force fields by pushing the coloured buttons below.

it the coloured
cks for bonuses.

4. Avoid the timed bomb.

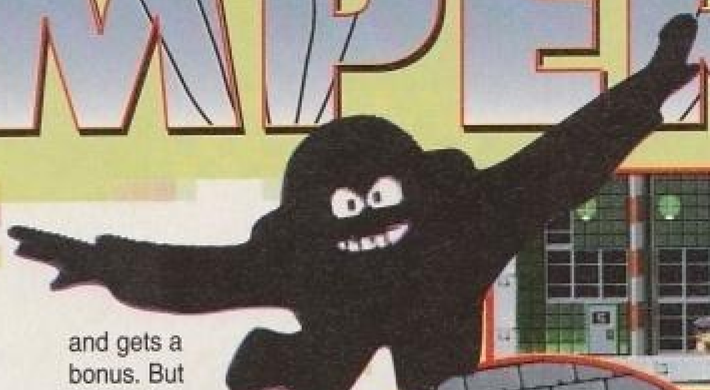
3. Do not be swayed by the magnet.

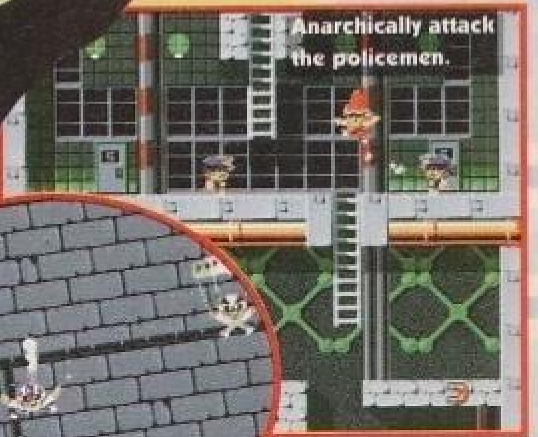
2. Be wary of spike-lined pits, flying arrows and monsters.

1. Start here.

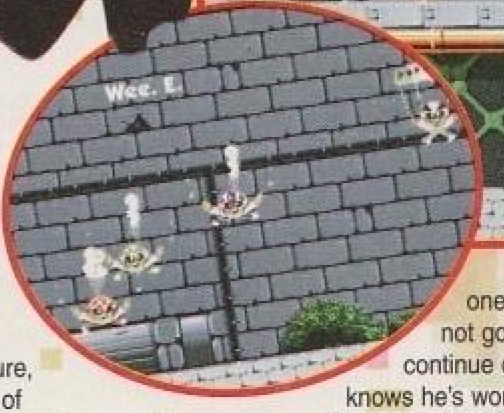
BASE JUMPERS

Climb tall buildings and throw ourselves off without caution? Yes.





Anarchically attack the policemen.



Runs on: A500, A600, A1200
Publisher: Grandslam
Authors: Rasputin
Price: £26
Release: Out now

At the magic words "four-player", AMIGA POWER stopped. Keyboards fell silent. Joysticks clattered to the floor. Even Steve's Roger Whittaker tape came to an end, knowing somehow. There was a pause. And then we sprinted into position around the Amiga, seamlessly falling into formation – Jonathan and Steve in front on the keyboard, and Cam and me behind with joysticks. And We Had Fun.

Base Jumpers is based on a truly fantastic idea. You start off inside a tower, on the bottom floor. And you've got to sprint madly to the top. The screen scrolls to follow the leader, with anyone who falls off the bottom losing points. In the way are baddies, tricky arrangements of platforms, guns, force-fields, trampolines and so on. And the first person to reach the top gets a bonus.

'CHUTE

And then – then – you all jump off the roof. As you freefall down you can attempt to jostle each other into flagpoles and things sticking out from the building. Anyone unfortunate enough to hit one goes 'splat', and bits of him tumble down the screen. Then everyone starts to get tense as the ground approaches. You see, the last person to pull their ripcord lands first, and gets a bonus. But leave it too late and the results are terribly unpleasant.

We loved it, inevitably. The alternating mad scrambles to the tops of the towers and tense descents make a perfect mixture, and the proliferation of dismembered bodies made us chuckle disturbingly. And, following the success of the druids and UFOs in *Jetstrike*, Rasputin have let rip with a devastating range of secret bits and bonus things. By collecting letters in the right order as you run around, you can gain access to "at least 11" bonus games – things like *Joust*, *Kung Fu*, an excellent four-player variation on *Breakout*, and a curious *Invisible Space Invaders*.

"Sticking out from the building"

The graphics, meanwhile, are cheery and colourful, if a little sloppily animated and the sound effects are entirely appropriate.

STRAPS

But *Base Jumpers* is flawed. It just doesn't work at all as a one-player game – it's a bit like going bungee jumping with no-one watching to see how brave you are. And you run out of lives too quickly in multi-player games. Pretty soon there's only one player left, and he's not going to want to continue on his own after he knows he's won.

And despite all the bonus bits and pieces packed into it, it feels too flimsy to justify the £26 being asked.

So although *Base Jumpers* filled our hearts with joy for a couple of hours, pretty soon we were beginning to get disgruntled. We liked it a lot, and it's made us laugh more than any other game this month, and there are secret recesses of it that we've yet to explore. But it's not a game we'll be returning to all that often.

● *JONATHAN DAVIES*

UPPERS The idea of running as fast as possible to the top of a tall building and jumping off it is remarkably appealing. The attention to detail marks it out as the work of somebody who Cares About Games, which is a rare thing these days. There is a pleasing sprinkling of the macabre.

DOWNERS It's not structured to take full advantage of its multi-player potential, and doesn't stand up as a one-player game. It's also too expensive, to be honest.

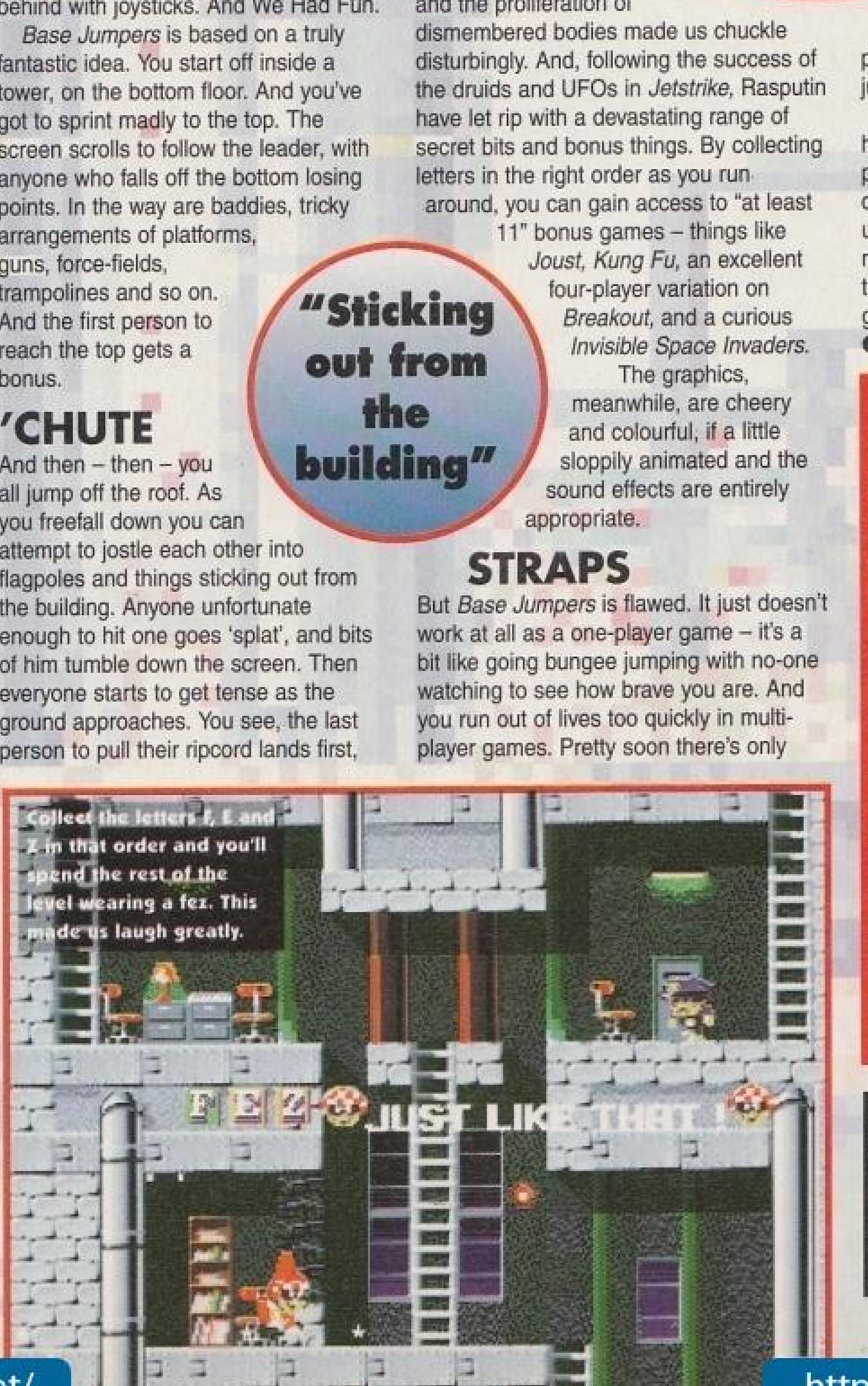
THE BOTTOM LINE

Good, hearty fun, and refreshingly original. But it doesn't quite all come together. It's so 'nearly there' it hurts.

70 PERCENT

THE BOTTOM LINE

A1200 We squinted till it hurt, but could discern no differences between *Base Jumpers* on a 500 and *Base Jumpers* on a 1200.



Collect the letters F, E and Z in that order and you'll spend the rest of the level wearing a fez. This made us laugh greatly.

DEATH MASK

Doom on the Amiga. Or is it? Or IS it? OR IS IT? Not really, no.

Runs on: A500, A600, A1200, CD32
Publisher: Alternative
Authors: Apache
Price: £30 (CD32), £26 (floppy)
Release: Out now

Normally I don't get much time to review games, stretched to nervous breaking point as I am through trying to force the endemically lazy AMIGA POWER to hit deadlines, so it was a bit of a luxury to come back after the Christmas break and have plenty of time to sit around and play a game I've been looking forward to.

Death Mask is the first of the *Doom*-style games that we've been speculating about (very idly) in this mag for some time. For those of you who emulate the bears and hibernate all winter, thereby missing our erudite meditations, *Doom* is a game that has 'revolutionised' PC gaming. This is more than a little surprising when you consider that it's essentially a 3D maze with ultra-violence (time was that '3D maze' was a phrase associated with PD programmers of the most limited imagination). Still, no matter, the PC game *is* revolutionised and by the sort of 'trickle-down' effect so favoured by '80s Conservative politicians, so shall the Amiga game also be revolutionised. Probably.

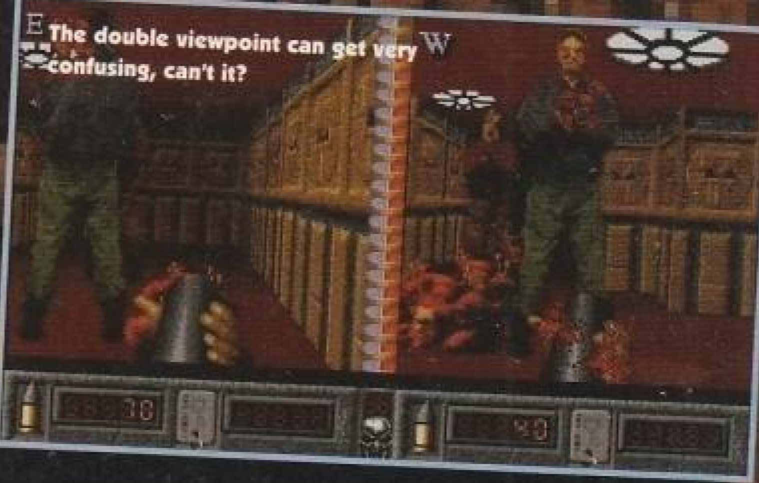
> **"Which is a shame"**

Death Mask can be played two ways. The first presents you with 32 levels of 3D maze fun that can be played by one or two players. Some levels require only that you find the exit and leave, some demand that you kill all the opposition before you can leave, and sometimes you have to find or destroy an object. The rationale for all this mindless mayhem is some baloney about it being the year 9030, you being hybrid rat/men with daft names (and shotguns, natch) and the aliens coming. Oh dear.

The second way of playing *Death Mask* is competitively, player against player, over any one of ten specially designed levels.

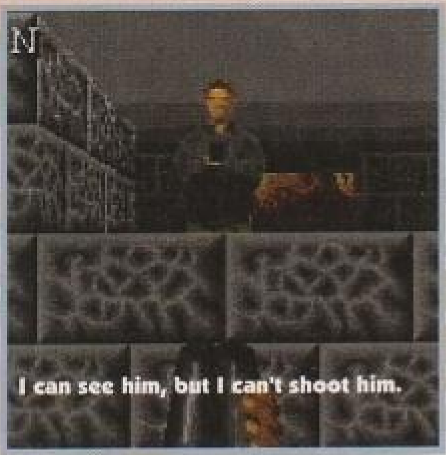
The controls are effective enough on the CD32 with the shoulder buttons swivelling you around and the joypad moving you left, right, forward and back but keeping you facing the same way. The red button is fire and the yellow brings up the map. Moving around is confusing at first, but, with time, the controls became instinctive.

Death Mask is a poor man's *Doom*. Its 3D maze is all a bit of a trick, given away by the square-by-square movement of the characters. No smoothly-moving, virtual 3D environments here. Instead we get step-by-step redrawing of the calculated position and viewpoint of each player which gives an artificial feel to the game. It also means that all the levels are designed square by square (or, in fact, to give *DM* its full credit, half-square by half-square) and this does make everything look the same. There are plenty of different wall textures on different levels, but it's difficult to tell where you are on any particular level without the help of the map. In fairness, Apache have named

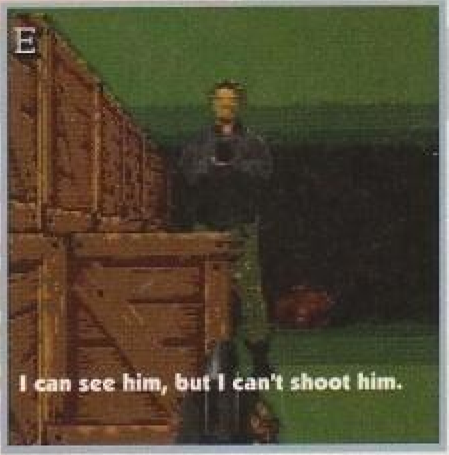

The double viewpoint can get very confusing, can't it?

I CAN SEE HIM BUT...

One of the truly annoying things about *Death Mask* is that poor game design has led to inconsistencies in its internal logic. Take the following examples...



I can see him, but I can't shoot him.



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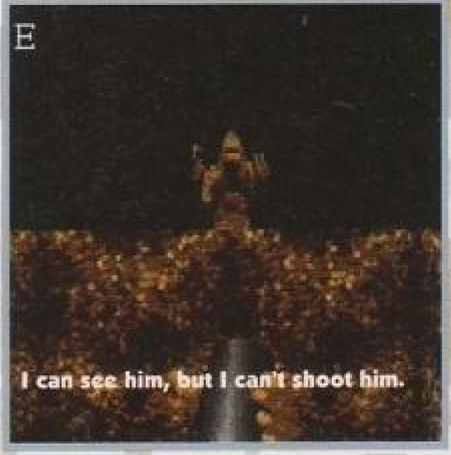
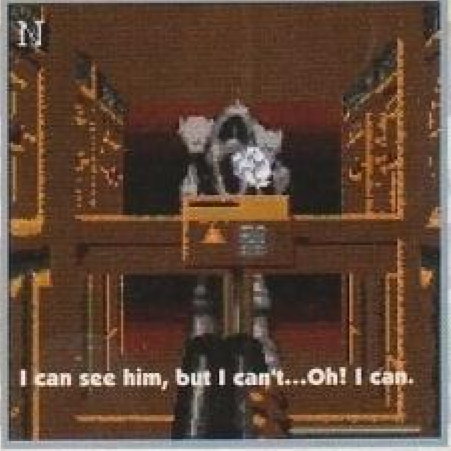
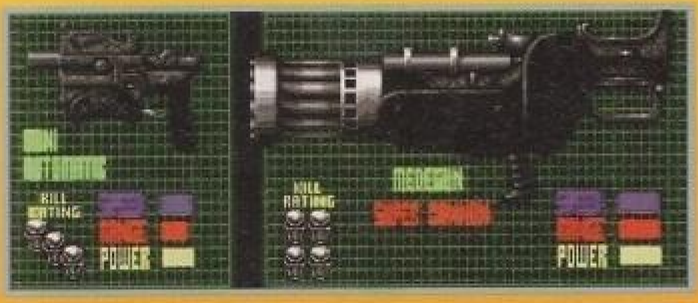


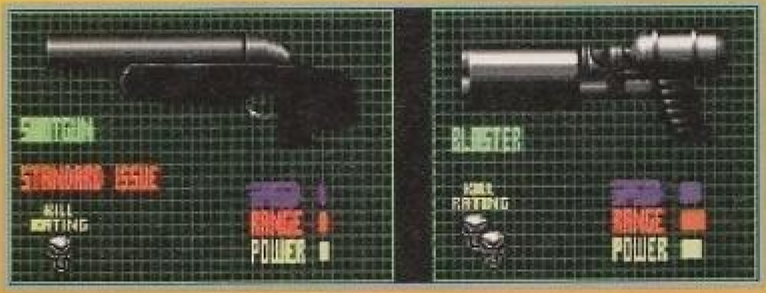
I can see him, but I can't shoot him.



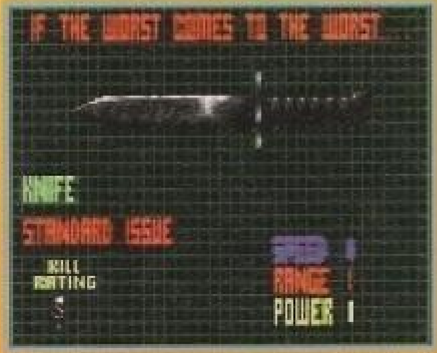
I can see him, but I can't...Oh! I can.



Mini automaticxs are like Uzis and fun but the Medegun is THE BEST GUN IN AN AMIGA GAME EVER with its high fire rate, great sound effects and the beautiful way it spins to a stop.



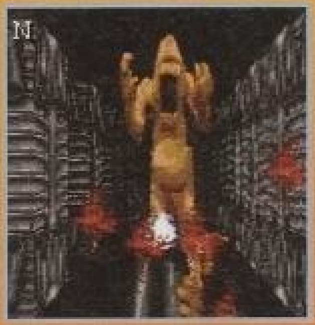
Ever wondered what 91st Century shotguns would look like? Me neither. The Blaster's useless as well. Tch.



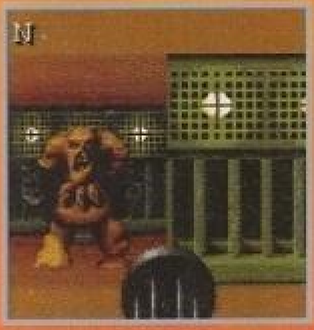
If the worst comes to the worst...give up. Start again before attempting to stab killer robots to deathh.

HEROES AND VILLAINS

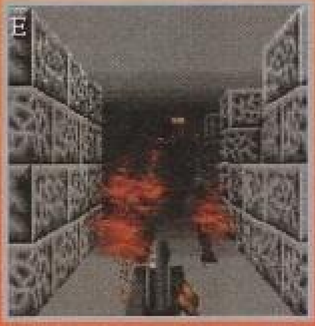
There are two kinds of things in *Death Mask:* Good Things and Bad Things. The Good Things are almost all guns and the Bad Things are all monsters. Learn to recognise them with the aid of this handy guide...



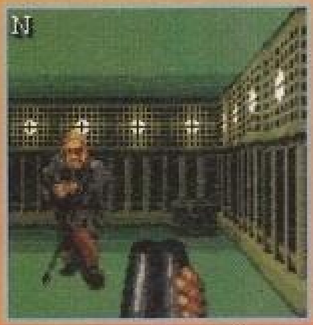
Aliens are ugly and reasonably hard.



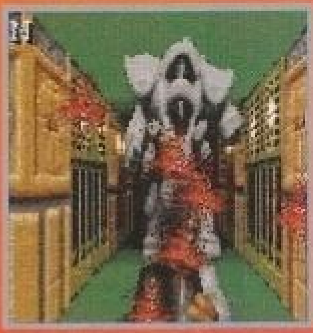
These strange creatures shoot plasma bolts.



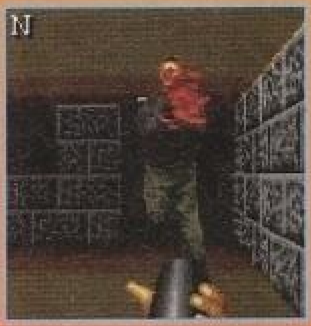
Ninja, ninja, on the wall, who's the bloodiest of them all?



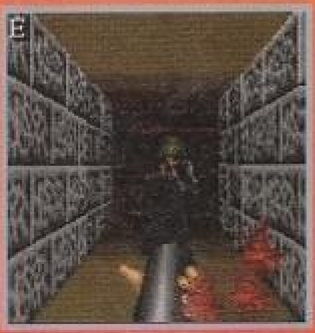
I can see him, but...oh, sorry, wrong box.



Robot vs shotgun? Robot every time. You lose.

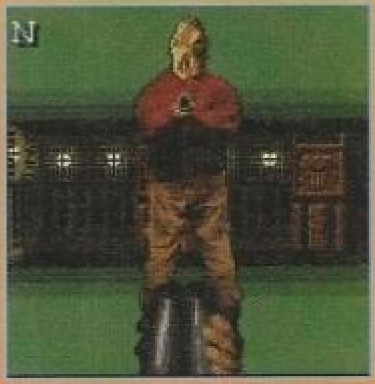


Guys in leather jackets are pushovers. In real life too.



Hello, it's a Marine. What's he doing in the 91st Century?

In the two player mode (right) you can recreate your favourite moments from Quentin Tarrantino movies.



some areas on each level so that a little message comes up saying 'supply room' or whatever, but this is a poor substitute and you're left with the feeling that you're playing a computer game rather than wandering around a distant planet in the far future. You just don't feel like you 'are' there. Which is a shame. The plus, and presumably the reason that *Death Mask* has been set up this way, is that it runs smoothly and quickly. No matter how complicated the level, no matter how many monsters are on-screen, the action never slows down. In fact the only noticeable pauses are when the next chunk of (surprisingly pleasant) background music loads from the CD.

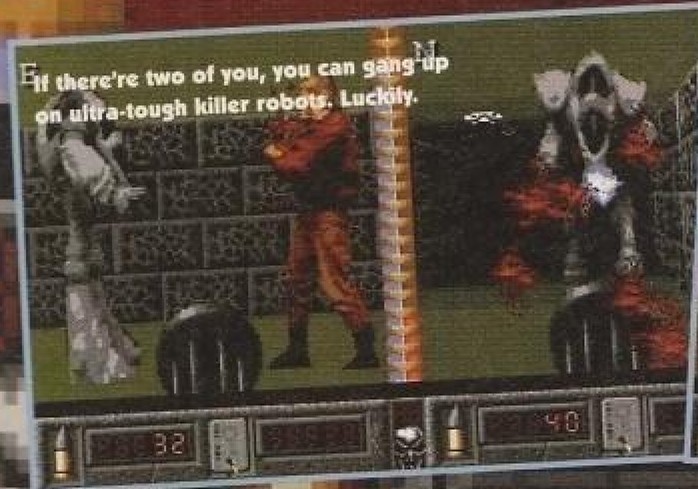
YOU'RE DEAD

Death Mask is particularly disappointing in the player vs player game, which should be the best part. There's nothing to beat the tense excitement of player-on-player action: hiding around corners trying to tell the location of the other player by his footsteps; rushing headlong across open spaces while firing off bursts of machine gun fire; laying ambushes; exchanging snapshots when your ammo runs low; and so on. Unfortunately, in *Death Mask* the excitement is marred by the lack of meaningful sounds; the uncertainty of where you are; the over abundance of (yes!) *regenerating* ammunition; and the fact that you can see where your opponent is on your map (and that consequently he can see where you are on your map as well just by looking at your half of the screen). Every competitive game I played ended with the protagonists standing toe-to-toe and shooting it out. Dull.

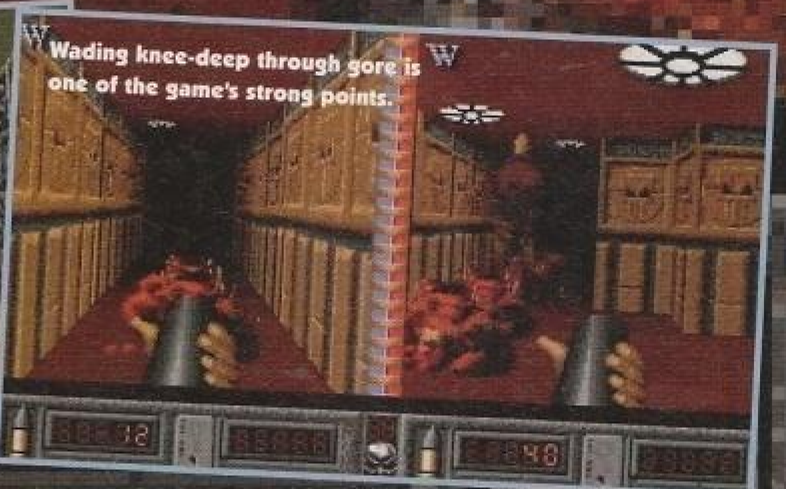
The other big problem that the game faces is that it's just too easy. With the aid of Jonathans both Nash and Davies, I completed the 32 levels in just over five hours on the first day of trying. Only three levels caused enough of a problem to make us start them again, so we effectively played straight through them.

What there is of the game is entertaining enough, with plenty of atmosphere and some well designed levels. However, *Death Mask* just isn't well enough thought out or frankly big enough to justify its price.

● *STEVE FARAGHER*



If there're two of you, you can gang up on ultra-tough killer robots. Luckily.



Wading knee-deep through gore is one of the game's strong points.

CD32

UPPERS The best gun in an Amiga game ever. Enjoyment. Action. Two-player game.

DOWNERS Not enough levels. Annoying graph paper design. Silly plot. Everybody else found the controls frustrating, although I didn't mind them at all.

THE BOTTOM LINE

Death Mask is undeniably fun and benefits from a two-player element but it took me only five hours to complete the game and that's inexcusable, especially with a CD game. The player vs player option is nowhere near as exciting as it should be.

69 PERCENT

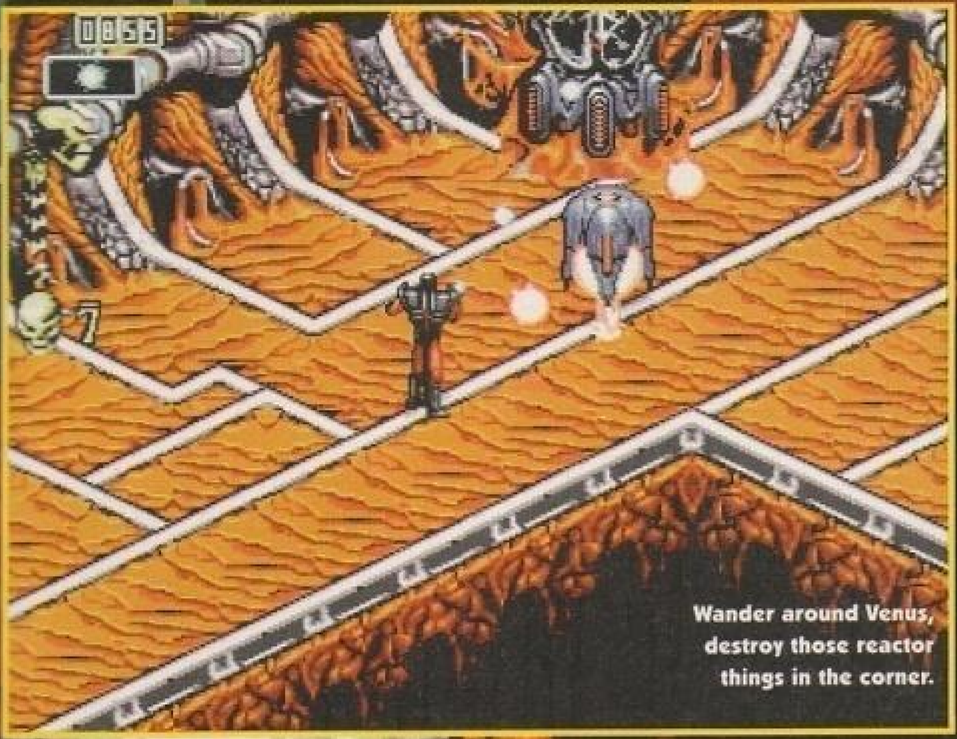
THE BOTTOM LINE

A1200 It works just as well on the A1200. The only thing missing is the large selection of music tracks and a couple of levels. Unfortunately the floppy version doesn't recognise a CD32 joypad and control with a joystick is infuriating. You really need to be able to move around in *Death Mask* while maintaining the same facing and although you can simulate this by moving diagonally forward or backward, it's much more awkward.

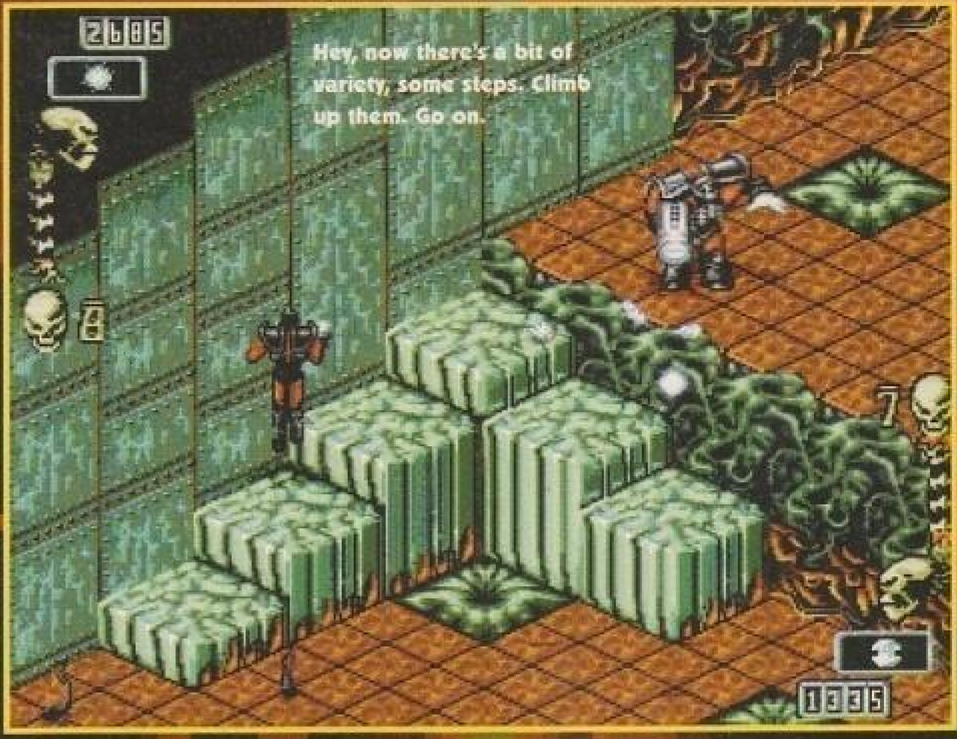
62 PERCENT

THE BOTTOM LINE

A500 Slightly less detail on the graphics and fractionallly slower, although still very impressive at dealing with multiple monsters. It suffers from the same control problem as the A1200 version.



Wander around Venus, destroy those reactor things in the corner.



Hey, now there's a bit of variety, some steps. Climb up them. Go on.

SKELET

Hey you, the Skeleton Krew. Can you spin on your head?

Runs on: A1200
Publisher: Core
Authors: Jason Gosling (code), James Ryman and Heather Gibson (artists)
Price: £35
Release: Out now

Now I don't know about you, but I really like forced 3D perspective. In fact, I'd go so far as to say it's the best view you can get in any game. Just imagine something like *Sensible Soccer* in glorious loads-of-colour-3D-vision. It would be fab. *(You could call it FIFA Soccer, or something. – Ed)* And if someone did a shoot-'em-up in this forced 3D perspective that would be equally fab, because if there's one thing I love more than a shoot-'em-up it's another one. Yes. A shoot-'em-up, viewed from that forced 3D perspective. That would be good. Oh look, there's one.

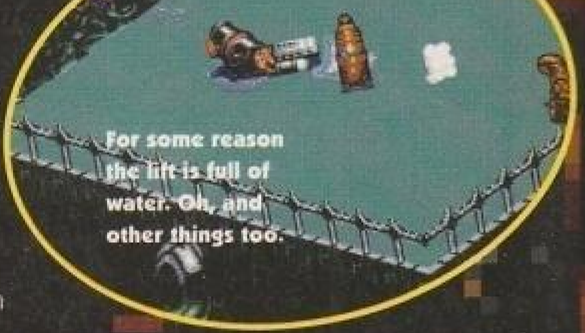
I've been looking forward to *Skeleton Krew* since it was first previewed last April. "There's a big range of special weapons and equipment", "one of the team has worked as a comic artist" and "the Slice *("And" – Ed)* Dice Trunkator promises to cut the enemy in half at waist height and blow the sections into a thousand flaming pieces while the F-Flenser tears the flesh from the bodies of your enemies" were just some of the attractive phrases used by 'K'hris Lloyd in his hilarious K-for-C 'concept' piece. The game was mentioned in the same breath as *Smash TV* and *Es'k'ape From the Planet of the Robot Monsters* and, in fact, previewed opposite the same company's spectacular *1943* clone *Banshee*.

And now, at last, here it is.

KOUPON

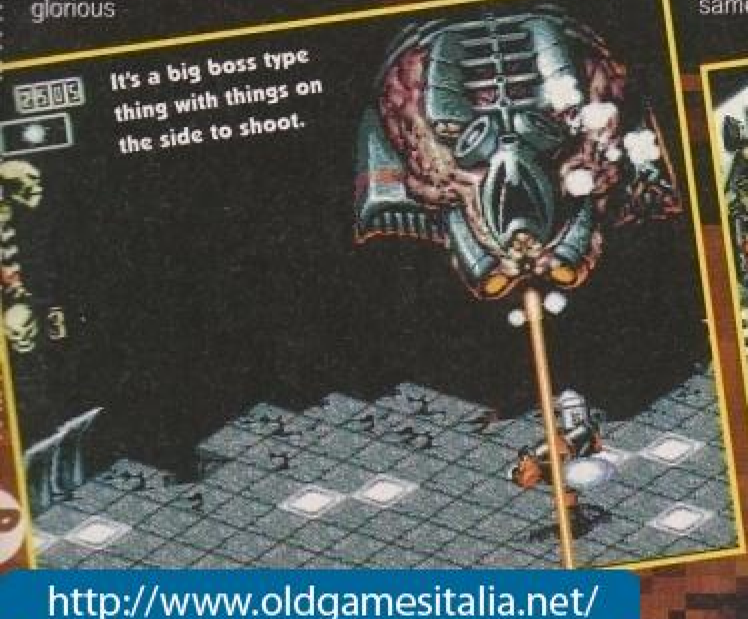
But let's not get ahead of ourselves. In atypically tolerant AMIGA POWER fashion, there's a plot to describe first. It's the year 2062, and there is an evil bloke by the name of 'K'adaver at large. There are three members of the Skeleton 'K'rew named Rib, Joint and Spine (and not Knuckle, which seems the obvious choice) who must stop him. Rubbish of course but a good excuse for Core to do what they do best – make lovely-looking, atmospheric games. There's a little comic book at the front of the manual, and the chunky art is carried over into the animation and backgrounds. It's a refreshing graphic style – distinctly different without being too over-the-top – and I like it. The impressive atmosphere is further enhanced by the contrast between the levels in aliens and bad guys and things.

So. Good graphics, then. But that's about the only thing the game has going for it. Each of the six levels (spread over four worlds – Earth, Venus, Mars and – tchah – the Psy'k'ogenesis Planet) sprawls all over the place, but there's a defined route

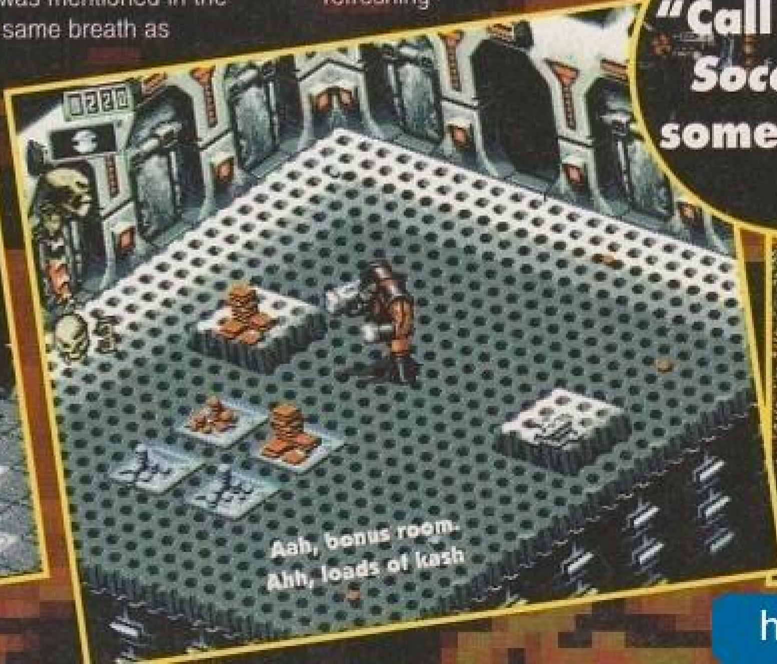


For some reason the lift is full of water. Oh, and other things too.

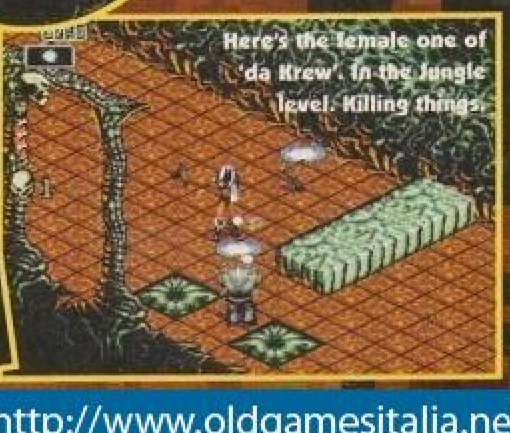
"Call it *FIFA Soccer* or something"



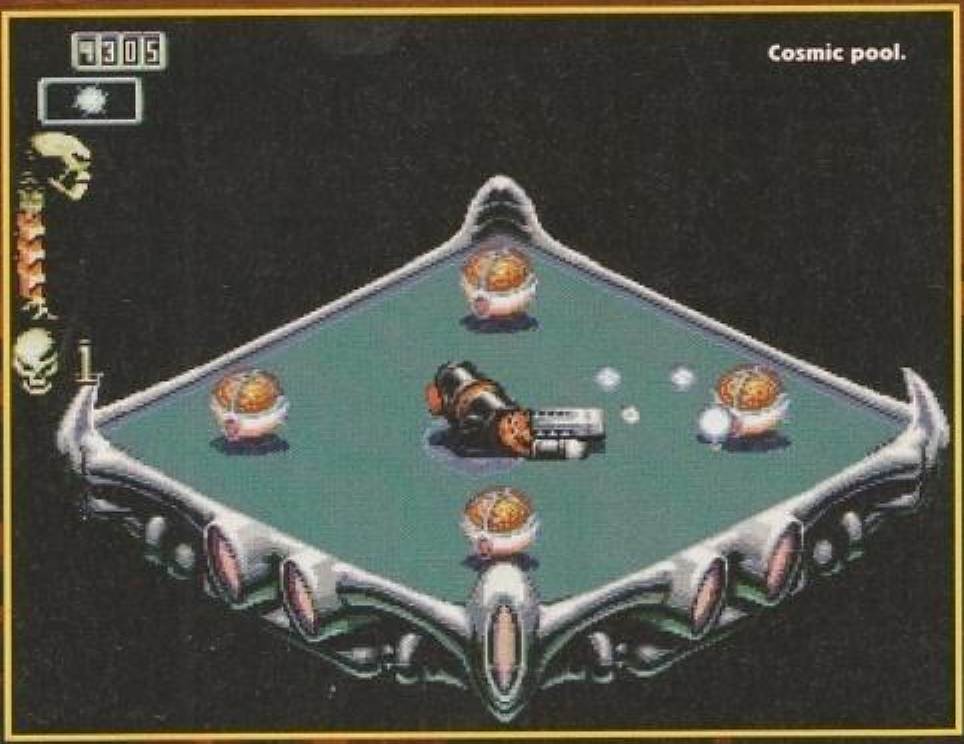
It's a big boss type thing with things on the side to shoot.



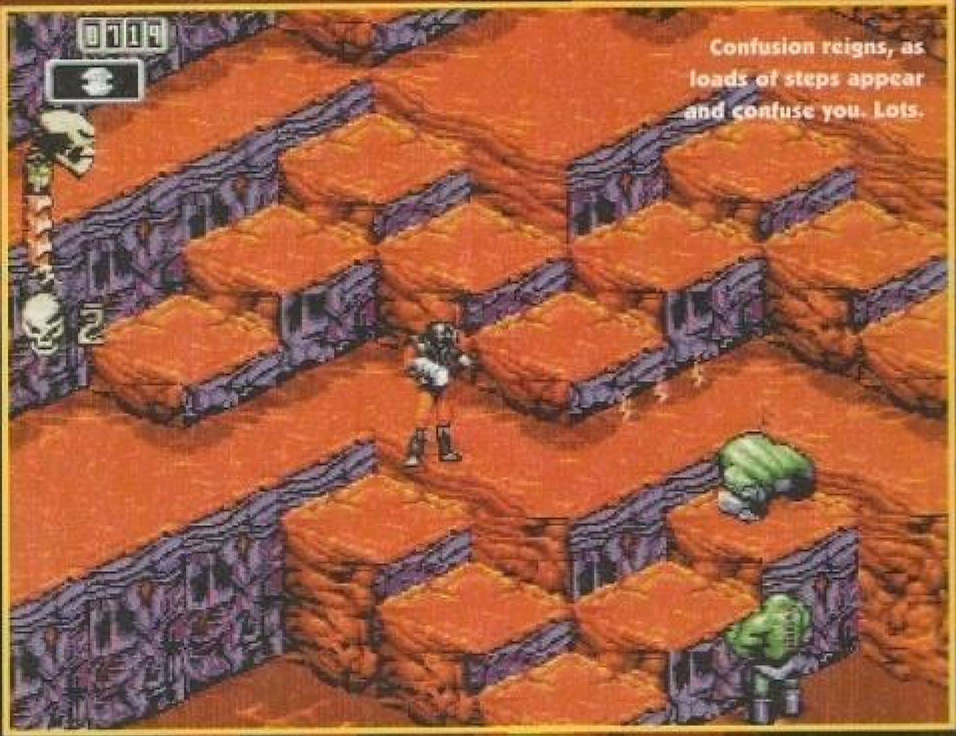
Aah, bonus room. Ahh, loads of kash



Here's the female one of 'da Krew'. In the Jungle level. Killing things.



Cosmic pool.



Confusion reigns, as loads of steps appear and confuse you. Lots.

ON KREW

That's the trouble with cosmic pool. Aliens on the table.

Here's a bloke. And his name is Joint...I'm not saying a word.

Kill all the aliens. That's your job, so get on with it.

for you to follow. Exploration is limited to coming across the odd secret room or two. There are no extra weapons, 'different' things to do, or 'wrong' ways to go, and without this variety the simple blasting becomes tedious.

If a shoot-'em-up is going to work, for want of a better description it's got to tap into certain emotions. You have to have danger. Action. Excitement. Uncertainty. Unpredictability. How about an absurd number of outrageous and spectacular weapons? (This is supposed to be 2062, remember.) What about adding vehicles for those really difficult parts of the level? You could even give the player the opportunity to wander around a bit, not necessarily going in the right direction, but at least giving them a chance to roam. You should certainly give the monsters a bit of venom, as in *Skeleton Krew* they seem just to go through the motions rather than actively attacking you. It's actually much easier to run around them than get into a fight. Even the two-player mode, which should have saved the game, just ends up doubling the frustration. It's dull, and the only element of competition comes when you see a pile of 'k'ash lying on the floor and both race to loot as much as you can.

Individually, these problems with *Skeleton Krew* are minor. Collectively they severely restrict the amount of fun and excitement to be had. It's by no means a bad game to play but it is badly designed, and when Core can do something as anarchic and fun as *Banshee* and have had the game in development for almost a year, we expect a lot more than what *Skeleton Krew* has to offer.

- ***PAUL MELLERICK***

UPPERS No fancy gaming elements getting in the way here, just blast everything that moves. Until it stops moving.

DOWNERS Girly wuss aliens, none – that's right, NONE – of those essential over-the-top power ups, not enough variety in the action and a whole host of minor problems that make the game not really that much fun at all to play.

THE BOTTOM LINE

There's just simply not enough in here to excite or make you want to see what the next level has in store. It could have been a real hotshot. A big disappointment.

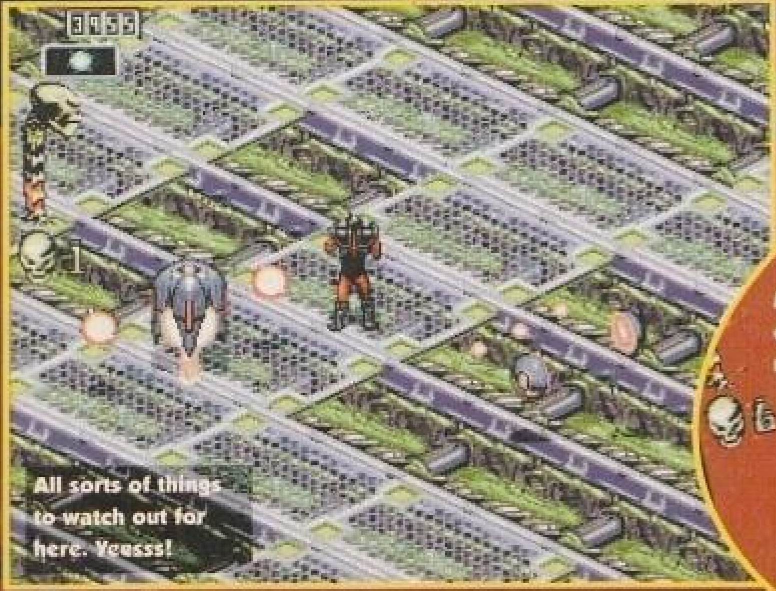
59 PERCENT

THE BOTTOM LINE

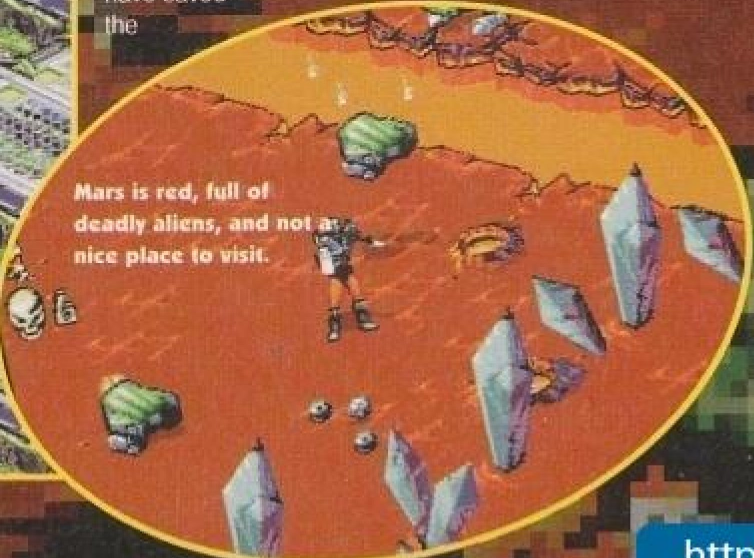
CD32 The details are very sketchy at the moment...CD version reported to have better sound (no, really)...no more known at this time...keep 'em peeled.

THE BOTTOM LINE

A500 No.



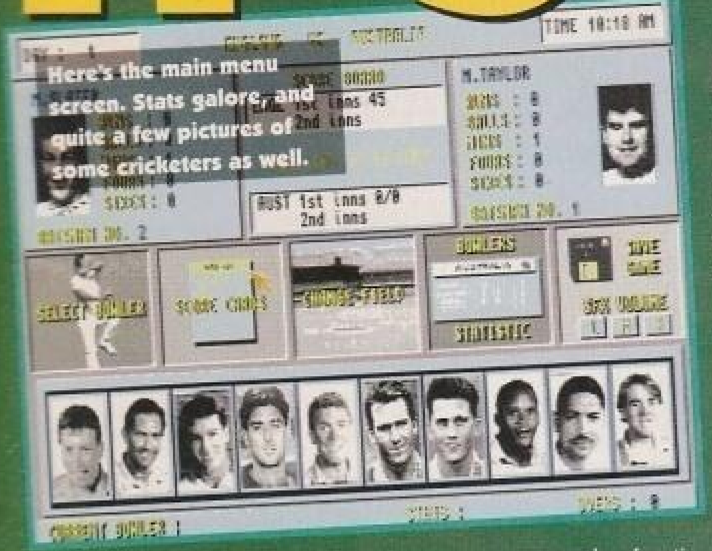
All sorts of things to watch out for here. Yeesss!



Mars is red, full of deadly aliens, and not a nice place to visit.

IT'S CRICKET

Best original game name of the year award goes to...



Here's the main menu screen. Stats galore, and quite a few pictures of some cricketers as well.

Game: It's Cricket
Runs on: A500, A600, A1200
Publisher: Grandslam
Authors: Nightowl Software
Price: £27
Release: Out Now

You know how there are certain types of games that you like playing? Some people like shoot-'em-ups and some like platform games. Well, personally I'm a bit of a sports fan. It's probably got something to do with me being merely okay-ish at most sports in real life, and yet actually quite good at them in their digitised form. Football, tennis, American football, rugby, boxing, table tennis, ten-pin bowling…you name it, I can play it. One sport that hasn't really got it right, though, is cricket. *Graham Gooch's Cricket* is the only one worth playing, but even that's flawed to frustration. And so, even though I'd heard nothing about *It's Cricket* until today, I was excited nonetheless. I suppose I should've known better, really.

As most of you know, there are three main parts to playing cricket. There's the batting, the bowling and, of course, the fielding.

The reason I point this out is that this *It's Cricket* breaks up the action. So let's analyse each bit in turn.

BOWLING

To start with, the ball has to be bowled. The screen flips to show you the bowler and his end of the wicket.

From here you've got a couple of options to choose from. (Bowling is controlled by the mouse.) Firstly, do you want to come over or around the wicket? And secondly, what type of ball you're going to bowl. Once that's done, you flip to the batsman and position a small target on the ground which is where the ball will end up. Now the batting…

BATTING

You can see where the ball is going to land, and know you've got to decide on your shot. There are twelve shots available to you: four for the different positions of the joystick (up, down, left or right) and three different sets of shots for each time you press the fire button. Press the fire button three times and then press down for a straight drive, or just press it once and right for a leg glance. Initially you'll have problems remembering which shot is which, but repetition will soon remedy that situation. With any luck, and some skill, you'll hit the ball and send it out into the field…

FIELDING

The ball is on its way. You can see it moving. All you've got to do now is stop it. Pick a player and then select a position on the field to move him to. It's best if you move him to where the ball is. And then throw the ball at the wicket, either to stop play or try to run out a batsman.

And so that's the game. Explained. But how does it play? Here's another breakdown of how those various parts work…

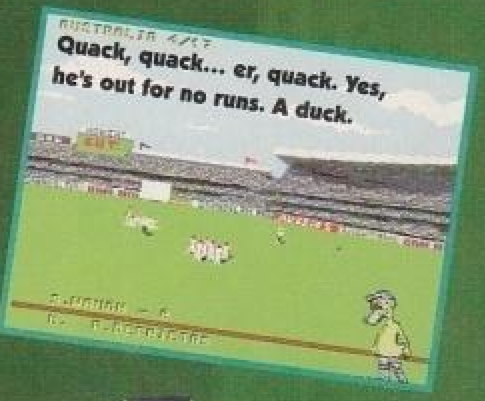
Well, the bowling is fine. It's just rather dull. I spent ages trying to get people out, eventually finding one style that works almost all the time. In fact, out of ten wickets, nine of them were stumped by the wicketkeeper. A bit more variety in the style of batsmen, and the odd mistake, would make it so much better. And speaking of batsmen, batting is great fun. The shot selection bit does take quite a while to perfect, but once you've sussed out how to control it, you can do some really nice shots.

But there's no real point to all of this because of the one major flaw in the game: the fielding. It's crap, frankly. Selecting a player, and then moving him without knowing where the ball is going to stop just takes too much time, is too random and gives your opponent (computer or human) too much of an advantage as you fumble with the controls. And when the computer fields, it automatically knows where the ball is going to be, and doesn't have to worry about all this clicking on a player, clicking on where it wants him to run to and clicking on the wicket.

So what conclusions can we draw from this? Well, it's the familiar story of okay bits mixed up with dodgy bits. The graphics are cool (except for the Football Manager-style fielding) and the sampled speech is equally good with lots of examples, and there is a strong cricketing atmosphere. But the poorly-handled fielding just kind of puts you off the whole thing. Damn. And I really wanted to like this as well.

● *PAUL MELLERICK*

> "One style that works almost all the time"



Quack, quack… er, quack. Yes, he's out for no runs. A duck.

UPPERS The batting is ace – you can really put some nice shots together and play defensively when you want to. There are plenty of stats and things, and you can enter you own details into the game.

DOWNERS The bowling isn't up to much, and the fielding is truly dreadful. The unfair advantage it gives to the batting side is unforgivable.

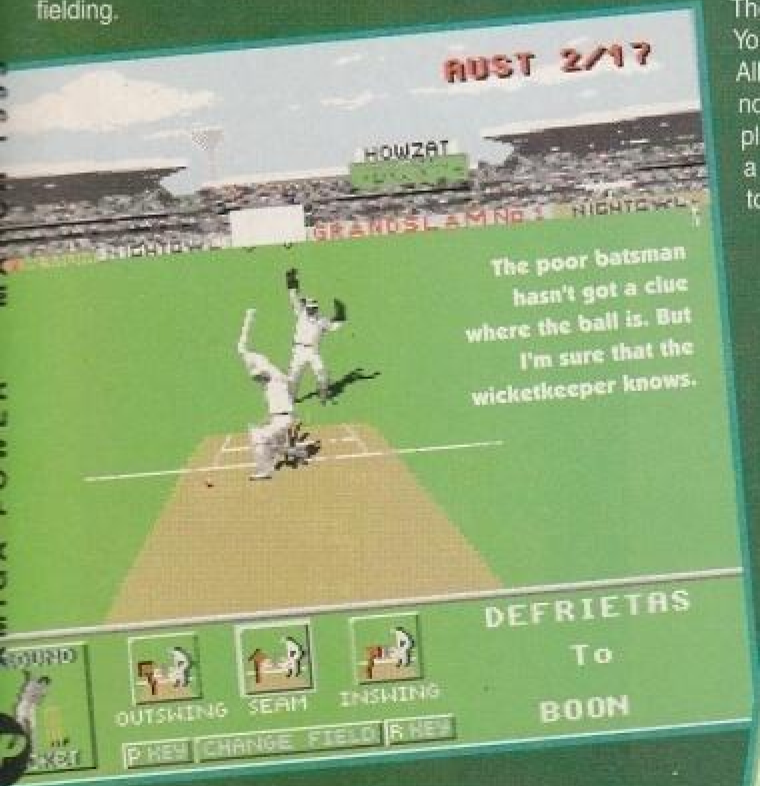
THE BOTTOM LINE

Fielding may only be a third of the game, but it really does detract from what could have been an enjoyable game. This is a little bit better than *Graham Gooch*, but still only for die-hard cricket fans.

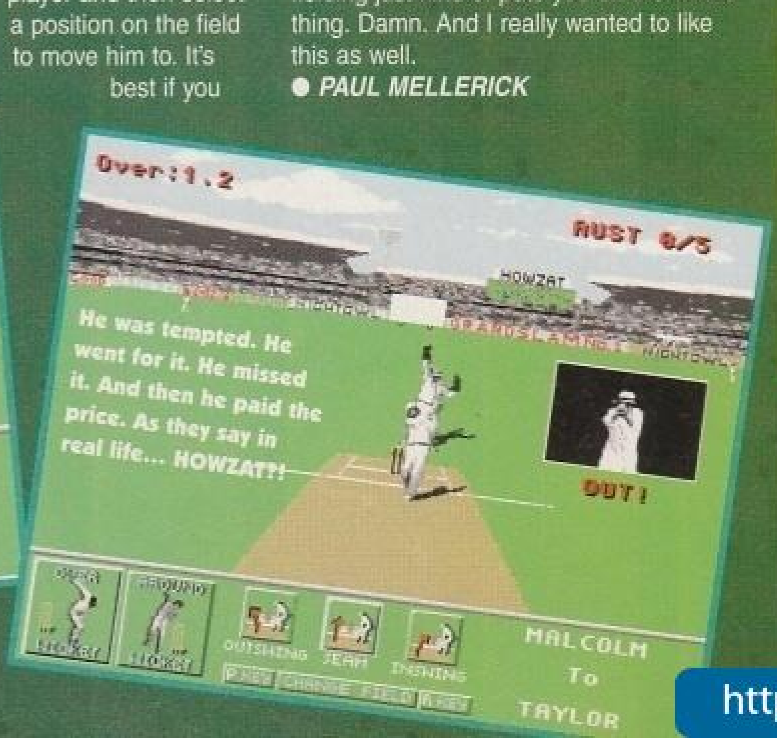
65 PERCENT

THE BOTTOM LINE

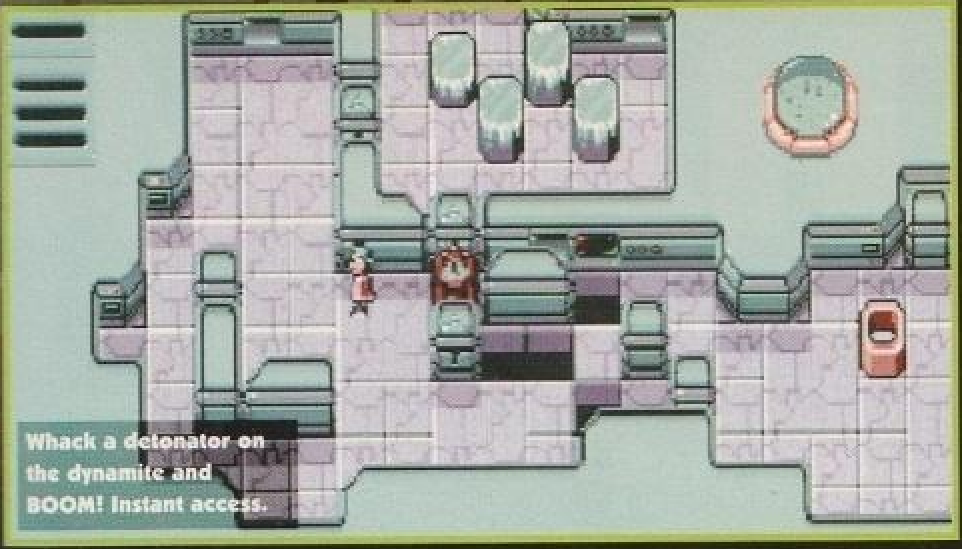
A1200 Yeah, yeah. Stop me if you've heard this one before, but it's no different. Not even a bit. I expect. Well that's how it looked to me.

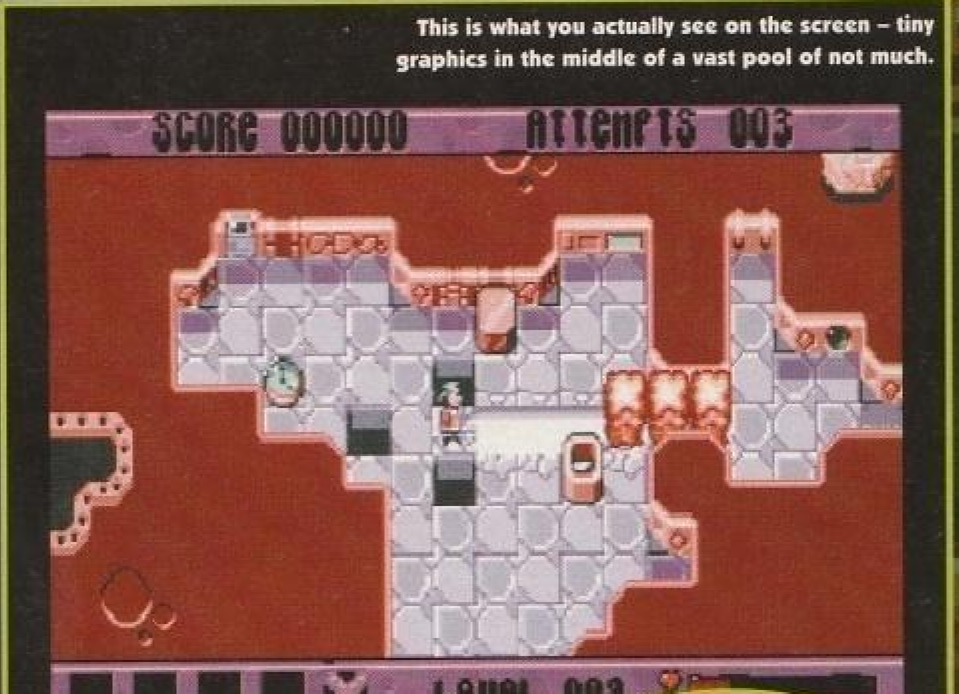


The poor batsman hasn't got a clue where the ball is. But I'm sure that the wicketkeeper knows.



He was tempted. He went for it. He missed it. And then he paid the price. As they say in real life… HOWZAT?!


Whack a detonator on the dynamite and BOOM! Instant access.


This is what you actually see on the screen – tiny graphics in the middle of a vast pool of not much.

X-IT

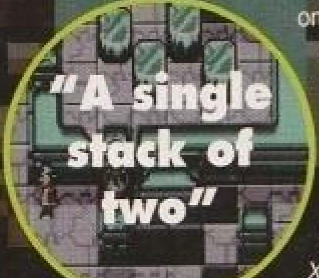
There is no easy way out.

Runs on: A500, A600, A1200
Publisher: Psygnosis
Author: Steven Bond and Richard Hackett
Price: £20
Release: Out now

The Psygnosis warehouse clearance continues. It's hard to move round a computer shop without tripping over teetering piles of Psygnosis titles, at the knock-down, never-to-be-repeated price of one of your Earth tenners. *Walker* (AP24, 85%) for a tenner? Yes please. *Armour Geddon 2* (AP37, 57%) for ten pounds? Umm, maybe not, eh?

Amid this landslide of back catalogue stuff comes a new game, *X-It*, which used to be called (ugh) *Zonked!* and is so obscure a title, that when I got stuck and phoned up the Psygnosis help line *(051 709 5755 – Phone them, not us, for pity's sake. – Ed)*, the guy denied the existence of the game and then went on to say that even if it has been released, it certainly wasn't one of theirs. Well it does, and it is.

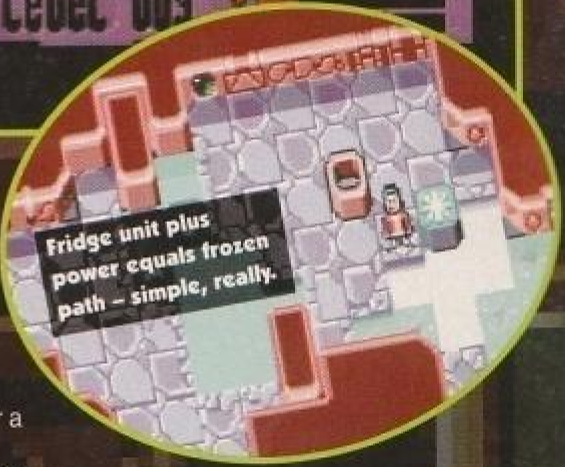
And we've seen it before. Check back to AMIGA POWER 37, and on the second disk you'll see a PD game called *Soko Ban*. In it, you're presented with some coloured blocks and floor tiles. Against the clock, you push the blocks around until each block is on top of the corresponding coloured tile, making sure you don't push the blocks into corners where you can't move them – my point to all this being, see that *Soko Ban*? That's *X-It*, that is.


"A single stack of two"

SOCKO BOFFO

Weeeeell, it is and it isn't, for although the basic idea's exactly the same, *X-It*'s far cleverer and feature-packederer than *Soko Ban*. This time you don't have to push blocks onto coloured tiles, you have to push them into holes so you can get to the exit. As well as singles some blocks are stacked on top of each other, the catch being (this is after all a puzzle game) that you can only push two at a time. These could be two single blocks, or a single stack of two but certainly not the stacks of three, which can only be moved by attaching wheels to them. And then once you've got them going, icy patches send them slithering off, or ice blocks melt before you need them or you have to teleport somewhere first. And so on.

Starting from the first few *Soko Ban*-esque learner levels, *X-It* cranks up the number of objects and the complexity of each across a hundred and odd levels. To avoid you getting stuck fast, you can enter the game at every fifteenth level, and compared with some of the horrendous level codes of recent times the ones in *X-It* are merciful keyboard-typeable six digit codes.


Fridge unit plus power equals frozen path – simple, really.

EUTHANASIA

Playing the game directs your swearing mostly where it belongs (the puzzles) and not at stupid problems or disk accessing, and much fun was had alternately cursing when I was stuck and punching the air in righteous jubilation when I cracked a level.

The problems? Well, lives – do you need or want lives in puzzle games? Isn't being stuck on a level punishment enough, without all the added stress (and disk accessing) of returning to the menu to type in a code every five attempts? And why're all the characters tiny and the playing area only about 15% of the screen? Shurely shome mishtake? The time allowances are a bit strict too, leaving no margin for you to make a couple of mistakes and just scrape in. And the music's crap, and plays in the menus even after you've turned it off. But, hey, small problems in a sensibly-priced, rather endearing puzzler.

● *CAM WINSTANLEY*

▲ **UPPERS** **More variation than most puzzlers, cheap (possibly 'er' after a couple of weeks, eh Psygnosis?), and not the kind of game you'll finish in a weekend. Unless you're better than me, that is.**

▼ **DOWNERS** **Weeny graphics, messy limited lives, crap music and you're not likely to play it once you've done all the levels. Same as any other puzzle game really.**

THE BOTTOM LINE

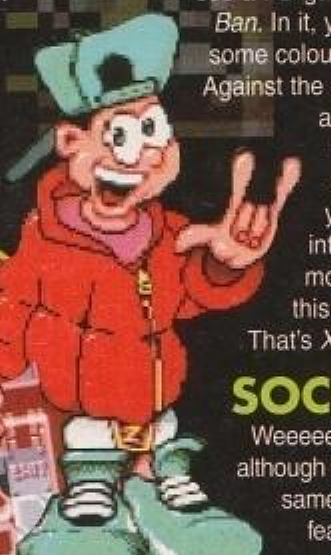
It's a puzzle game. And a jolly nice one too.

80 PERCENT

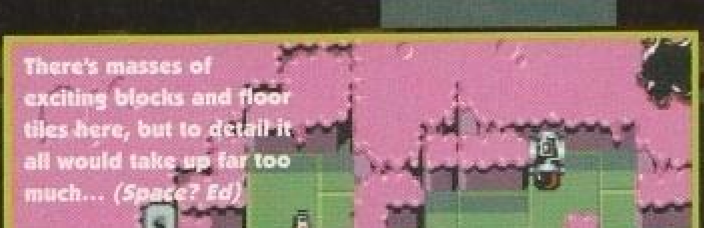
THE BOTTOM LINE

A1200 The same.

A block falls into a hole, yesterday.

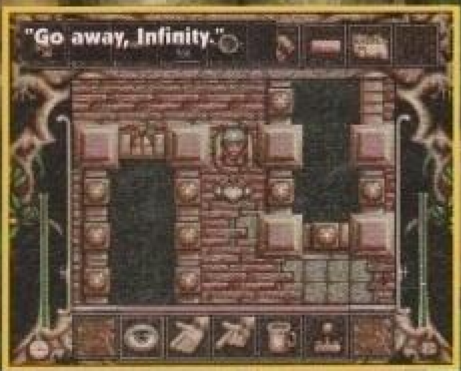


Wrong.


There's masses of exciting blocks and floor tiles here, but to detail it all would take up far too much... *(Space? Ed)*

VALHALLA BEFORE THE WAR

"I've got it." "There's nothing there." "Amazing."



"Go away, Infinity."

Runs on: A500, A600, A1200
Publisher: Vulcan
Authors: Lisa Tunnah (design), Paul Carrington (code)
Price: £35
Release: Out now

I was going to open this review with a digression about Frank Welker but he'll have to wait. *Valhalla – Before the War* demands the full word count. It's the 'prequel' to *Valhalla* (AP39, 19%) with you now cast as the villain plotting to bump off the king. The unspottable traps from the first game have been removed so you can walk around without fear of plummetting through an apparently sound paving slab. This is the Good Thing about *Valhalla – Before the War*.

The Bad Things about *Valhalla – Before the War* are manifold, or at least eight. Let us examine each in turn, with the aid of these traditional AMIGA POWER point blobs. (●)

● The levels. The levels are very large, and you can call up a map at any time. But, like *Dream Web*, the size is artificially inflated by spreading out the puzzles and objects to force you to do a lot of walking around. Your character moves extremely slowly and can't go diagonally. Scenery is deliberately placed in your way to make walking around even more annoying.

● The atmosphere. *Valhalla – Before the War* has no atmosphere. I'd assumed quite reasonably that the game took place in mediaeval times and was therefore considerably surprised to stumble across machine-guns, cement mixers, table lamps and electronic ghostbusting equipment. What about using mediaeval equivalents (a repeating crossbow, an irate artisan, a candle and a moody exorcist, for example) so friend player isn't brutally reminded that he's shuffling around solving a collection of logic problems? But no.

DARK/MIDGARD

● The speech. The speech is cleverly integrated into the game, with several puzzles revolving around finding pieces of paper and reading out the messages on them. (There's an especially neat bit where you find a password, but have to drink various potions to alter your voice so you can sing or whisper it as required.) But the speech is muffled and at points unintelligible. (There's a moment where a character demands "Bring me a scythe." It's supposed to be 'sign'.) Worse, on later levels your character doesn't bother explaining what an object is. "You already KNOW what that is" he mumbles testily. But clearly I don't. That is why I am asking for a description. So what if I've come across the object in a previous level, or is the game a test of memory as well?

● The logic. While the puzzles are logical (and in some cases entertainingly punnish) there's no attempt to put the puzzles in the context of the game – they're just puzzles for the sake of it. As with *Dream Web* and the *Dizzy* games it's less a case of cleverly combining objects than waiting for someone to give you a key (or whatever). There's no sense to the objects either: what someone guards bears no relation to who they are (a king gives you a hearing aid, for example), and you find the most ridiculously important items hidden under paving slabs. Why? Because it is a computer game, of course.

● The deadly water. In *Valhalla – Before the War*, you are forced to cross rivers of deadly water. Sometimes there are stamina potions in rooms beyond the rivers of deadly water. Sometimes (say, in the first half of level two) there are not. So you can die through no fault of your own beyond not doing things in exactly the order Vulcan dictate.

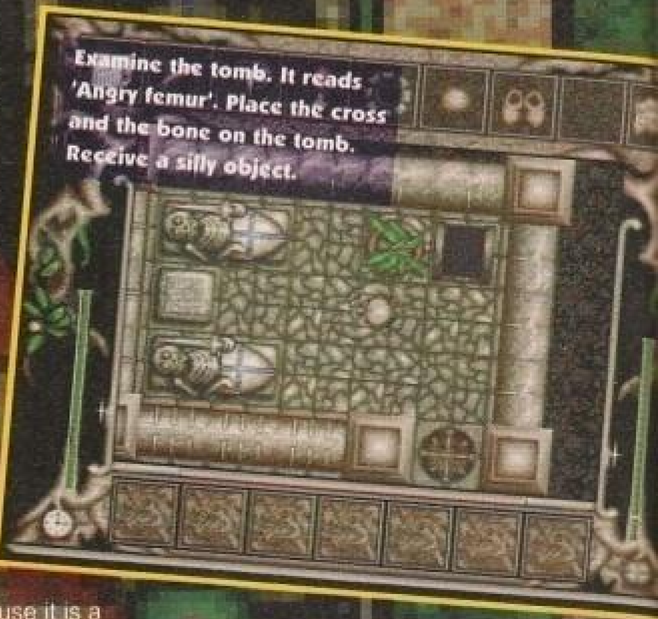
● The grammar. *Valhalla – Before the War* is an adventure with books to read and messages to discover. They are all riddled with grammatical errors.

● The save routine. You can save once per level, the new save overwriting the older one. Even on the hard drive.

● The longevity. Once I understood the way the designer's mind worked (matching objects with synonyms, for example) I rampaged through the game. Level four (the last and hardest) took three hours to beat, including all the walking around. In all the game's taken a weekend to finish.

Eugh.

● *JONATHAN NASH*



Examine the tomb. It reads 'Angry femur'. Place the cross and the bone on the tomb. Receive a silly object.

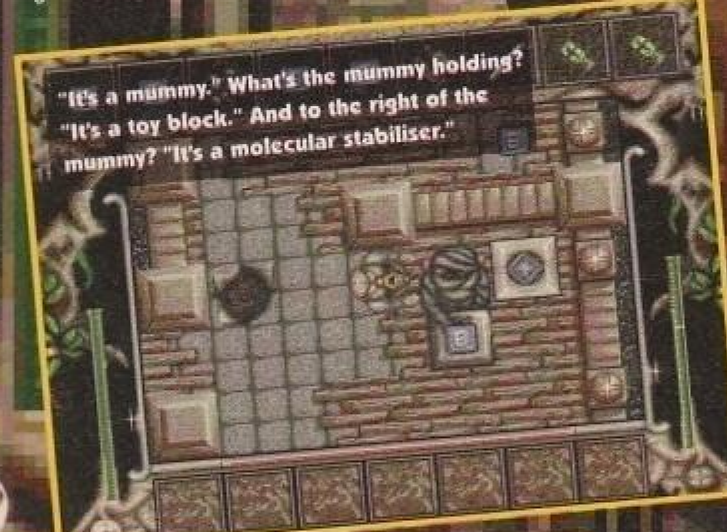
UPPERS Good use of speech in puzzles. Some neat puns. It's linear but there's plenty of 'give'. You can die, but never unexpectedly. Painless controls. Looks appealing. Paving slabs with objects hidden under them have blobs on them. You can turn off the pointless wittering. You need only swap disks between levels. It's hard-drive installable.

DOWNERS Once you've tumbled to the designer's approach, the puzzles are dismissively simple. Anachronisms ruin the atmosphere. Some of the speech is difficult to make out. You can save one game per level. It uses the odious device of spreading out the objects and having a slow-moving character to make the game seem bigger.

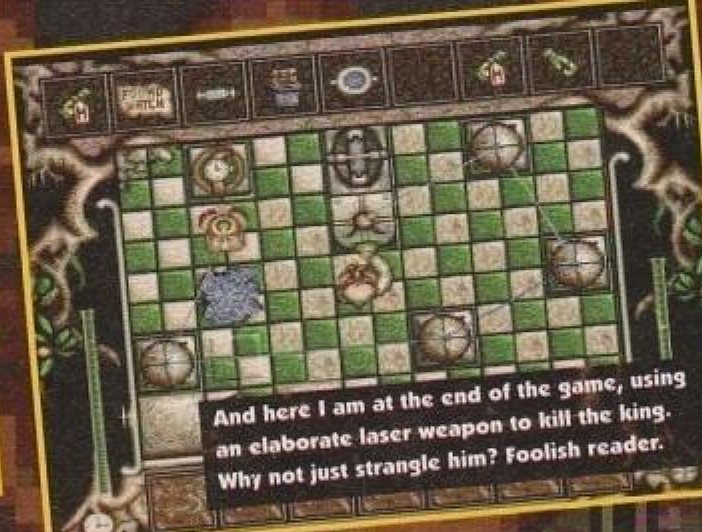
THE BOTTOM LINE

Valhalla – Before the War is a 1982 text adventure with graphics: you walk around, finding incongruous objects under floors, giving them to people and receiving incongruous objects to give to other people. It isn't engaging, it isn't involving and it isn't at all fun. Few lessons have been learnt from the first game. Dismayingly poor.

19 PERCENT



"It's a mummy." What's the mummy holding? "It's a toy block." And to the right of the mummy? "It's a molecular stabiliser."



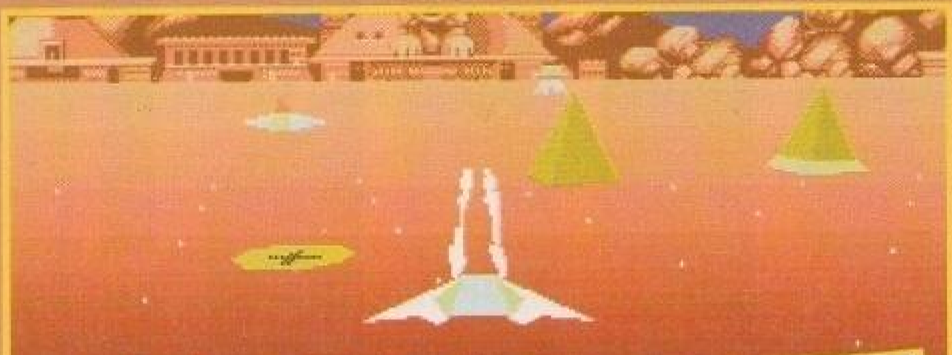
And here I am at the end of the game, using an elaborate laser weapon to kill the king. Why not just strangle him? Foolish reader.

THE BOTTOM LINE

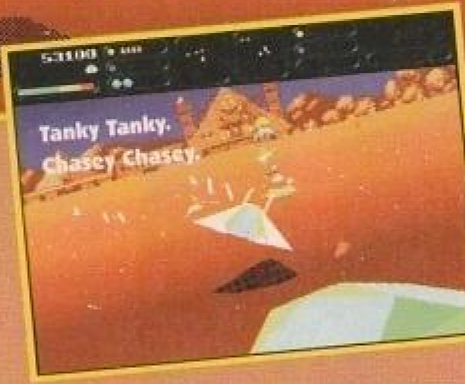
A1200 Completely different. No it isn't.

GUARDIAN A1200

The Game of Champions? On an A1200? REJOICE.



Level 3.3. Ah, how this takes me back. To the title screen, usually.



Tanky Tanky. Chasey Chasey.

Runs on: A1200
Publisher: Acid
Price: £30
Release: Out now

My word, I'd forgotten how exciting this game was. Cursed by a trough in the Yorkshire Dale of my spatial perception, I'd been dismissed from the high score table of the CD32 version by shadowy music promoter Paul Mellerick and, after a few embarrassing attempts to regain former glories, I'd left the *Guardian* arena, spotlit and to a terrible silence.

Then, suddenly, the A1200 conversion turned up. In a pointlessly big box with a nice picture on the front, and everything. Minutes later I was careening through the pyramid back streets of Level 3.3 with no lives and no energy, one lander to kill and a couple of tanks hurling laser bolts across my scuttering path with terrifying accuracy. I died, of course, but not before wresting a hash from the lander's claws and settling it decisively. The game of champions once more had me in its grasp.

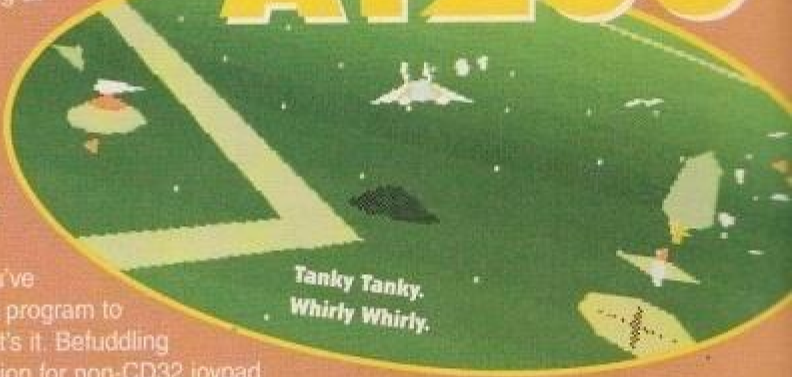
> "Minutes later I was careening"

PICKERING

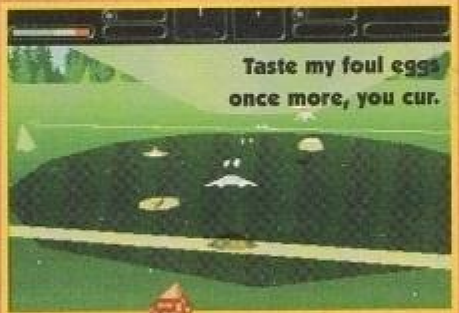
Guardian (the Game of Champions) (that I'm once again the best at) is *Defender* in first-person 3D. And Defender being one of the most fearsome, claustrophobically exhilarating games ever in the history of all things, this is no bad deal. The A1200 game's a faultless conversion from the CD32 original blessed with 90% in AP43 except with a few faults. No bombastic CD music. (The third planet's 1970s cop show track (Stock exterior shot of mismatched partners strutting down busy US street with people in background looking at the camera) is sorely missed.) Slightly irritating disk access between levels. Slightly irritating non-recognition of second drive although once you've swapped from the program to the levels disk that's it. Befuddling mouse control option for non-CD32 joypad owners involving the mouse and buttons dictating your ship's direction and speed, plus the space bar for smart bomb, return for fire, tab for missiles and the left alt key for 'flip'. (While mouse control is fun for the novelty of it, and certainly helps in those swishy sharp turn manoeuvres, I find it practically impossible to use seriously. Lunging across the keyboard to 'flip' or dash off a rocket is extremely silly and even flying stably straight up in the air so I can switch the viewing angle to the superior long, high shot is agonisingly difficult.) No keyboard-only option. And – hwoop – it's alarmingly unplayable.

To keep up the speed of the game, every third frame (or whatever) is missed out, so objects flick from spot to spot. It's impenetrably confusing and means you're always reacting far too late to something. Fortunate then that *Guardian* defaults to a low detail view which limits the distance at which objects appear on the screen, maintains the CD32's frightening and impressive running speed and subtly improves the game as obstacles lurch violently into your path. Not, in truth, alarmingly unplayable at all then, but it's nice to have a little excitement in a review that basically says "*Guardian A1200* – it's just as fantastically exciting as the CD32 original."

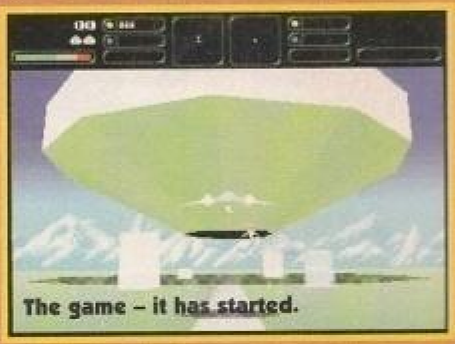
● *JONATHAN NASH*



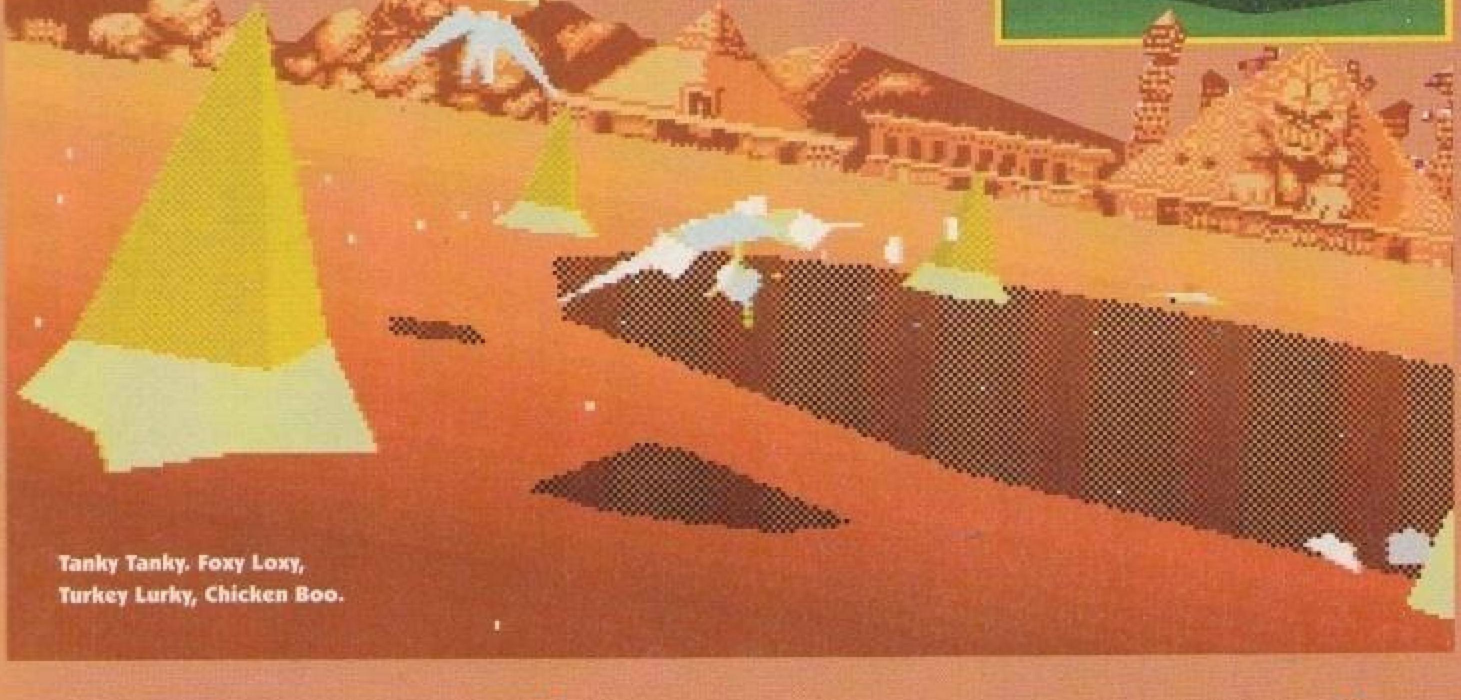
Tanky Tanky. Whirly Whirly.



Taste my foul eggs once more, you cur.



The game – it has started.



Tanky Tanky. Foxy Loxy, Turkey Lurky, Chicken Boo.

UPPERS Incredibly fast, incredibly playable, incredibly exciting, incredibly tough *Defender* clone. In first-person 3D. Hard drive-installable (sort of – the levels are still read from floppy). It saves your high scores on the hard drive version. No music.

DOWNERS The mouse control's unpleasant, and there's no keyboard option. You really need a CD32 joypad to get the best out of the game. The high detail option's useless. It's still overly tricky to gauge the height of the floating power-ups. No music.

THE BOTTOM LINE

Guardian is the Game of Champions. And now it's on the A1200. Buy it, because you know we're right. As always.

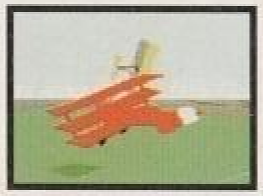
90 PERCENT

THE BOTTOM LINE

A500 Well, they said it would never appear on the A1200 so who knows, eh? No. We deceive you cruelly. It will not appear. We weep for you.

POINTS OF VIEW

A surprisingly bumper crop of good games has left us pleased this month. As you can see.


DAWN PATROL

FLINK

BLOODNET

DEATH MASK

SKELETON KREW

BASE JUMPERS

IT'S CRICKET

VALHALLA BEFORE THE WAR

	DAWN PATROL	FLINK	BLOODNET	DEATH MASK	SKELETON KREW	BASE JUMPERS	IT'S CRICKET	VALHALLA BEFORE THE WAR
JONATHAN DAVIES	Good, really ★★★★	A bargain ★★★★	Haven't played it	Didn't really like it ★★	Dreary ★★	Fantastic for a while ★★★★	No ★	Oh no! ★
CAMERON WINSTANLEY	Oil, canvas, lead ★★★★	Rock, metal, water ★★	Silicon, chrome, tooth enamel ★★★★	Wood, blood, pretty good ★★★	Lasers, phasers not worthy of praise (R) ★★	Silk, concrete slabs of wet meat ★★★★	Haven't played it	Crap, crappity, crap, crap ★
STEVE FARAGHER	I'm flying ★★★	I'm drowning ★★	I'm dying ★★★	I'm shooting ★★★★	I'm not interested ★★	I'm floating ★★★★	I'm out ★★★	Aaargh, Aargh, Aooooo...! ★
JONATHAN NASH	But I want *Knights of the Sky* ★★	Infuriating and derivative platform game. Hurrah. ★	*Monkey Island* without the laughter ★★★★★	Empty, easy and boring ★★	But I want *Robot Monsters* ★	Annoy him! Take his wife! ★★★★	Haven't played it	Dismally dull ★
PAUL MELLERICK	Haven't played it	Well, it's a bit fiddly ★★★	It's a bit scary ★★★★	It's a bit slow ★★	It's a bit boring ★★	It's a lot of fun ★★★	It's not cricket ★★★	It's dull ★
DENG XIAOPING	Tora Tora Tora! ★★★★★	Oh no, hang on, that wasn't us ★★★★★	Bloody students ★★★★★	Clever ★★★★★	Uuughh (Thud)		Only joking ★★★★★	Oh no!

ON SALE 16TH MARCH

NEXT MONTH

MORE OF THE SAME. YET MIGHTIER STILL.

We explore the frontiers (hint) of taste and decency with our explosive exposé, "Whatever happened to the future of videogaming?" We'll try and sneak in a few game reviews as well, probably of all the new games. That are on the Amiga. Er, next month. We'll see you then. Bye.

Exclusive PD

(AP) 7 Beresford Close,
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Tel: (01705) 642409

DEMOS
Rage: Maximum
Overdrive II (3, AGA)
Andromeda: Mind Riot
Can't be Done (2, AGA)
Quackbusted II (AGA)
Melon Dezign: Acid Trip
Twisted Minds AGA
Lurking Shadows (2)
Complex: Pee Wee

EDUCATION
Spelling Book #2
Mythos: Greek Mythology
Noddy's Playtime
Kids Disk 6

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Seed Of Darkness
Orbit
Antwars V1.9
To Die For
Marbles
Bombpac (AGA)
Jinx (2, AGA)
Munroe Cardset
Sensitive (2.04+)
TMA (AGA)
Dr Who Cardset
Jedi Cardset
Empire S. B. Cards
Kiss Canvas (AGA)
Steel Devils
Indycar Challenge
Faces Too Cardset
Swimsuits Cardset
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Speccy War Games
Evils Doom
Spellris
Industrial Espionage
Spheres of Influence
Missiles Xerion (2, AGA)
Roketz (AGA)
Squigs
Dong II Demo
Sniper
Putty Squad Demo
X-Men Cardset
TNG Cardset
Hoi AGA Remix
Fast Cars Cardset
The Dead of Night (3)
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Kellogg Express
Backdoor V2.81
Mangled Fenders
Nesquick
Starfighter (2) (2.04+)
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D & D Cardset
Sailor Moon Cardset
Ranma Cardset
JSB (2)
McPherson 2 Cardset
Power Battle
Manga Hot Numbers
Xenex
Flaming Engines

MUSIC
The Flintstones (2)
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Wasted (AGA)
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Cult/Fantasy Themes II

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Space Fantasy Art
Babylon 5 AGA
The Far Side Slides
Bodyshop 8 (3, AGA)
Claudia '94 (3, AGA)
Alien Raytrace Pix (AGA)
Bladerunner Jpegs (AGA)
Famous Faces (5, AGA)

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Hard Drive Utils 2000 (2)
Assign Manager & Assigns (2.04+)
Security (2.04+)
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Menus & More (2.04+)
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Midnight Blanker (2.04+)
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Scion V3.13
Football Icons
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Videotracker V1.99 (2.04+)/(AGA)
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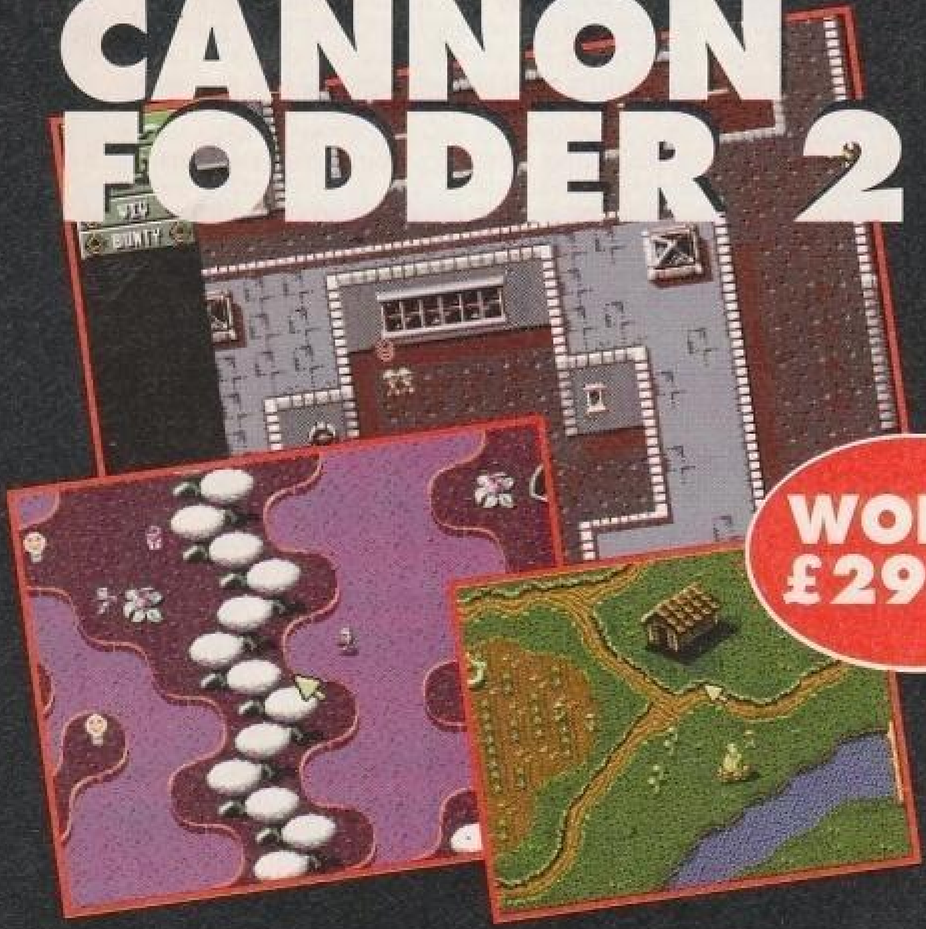

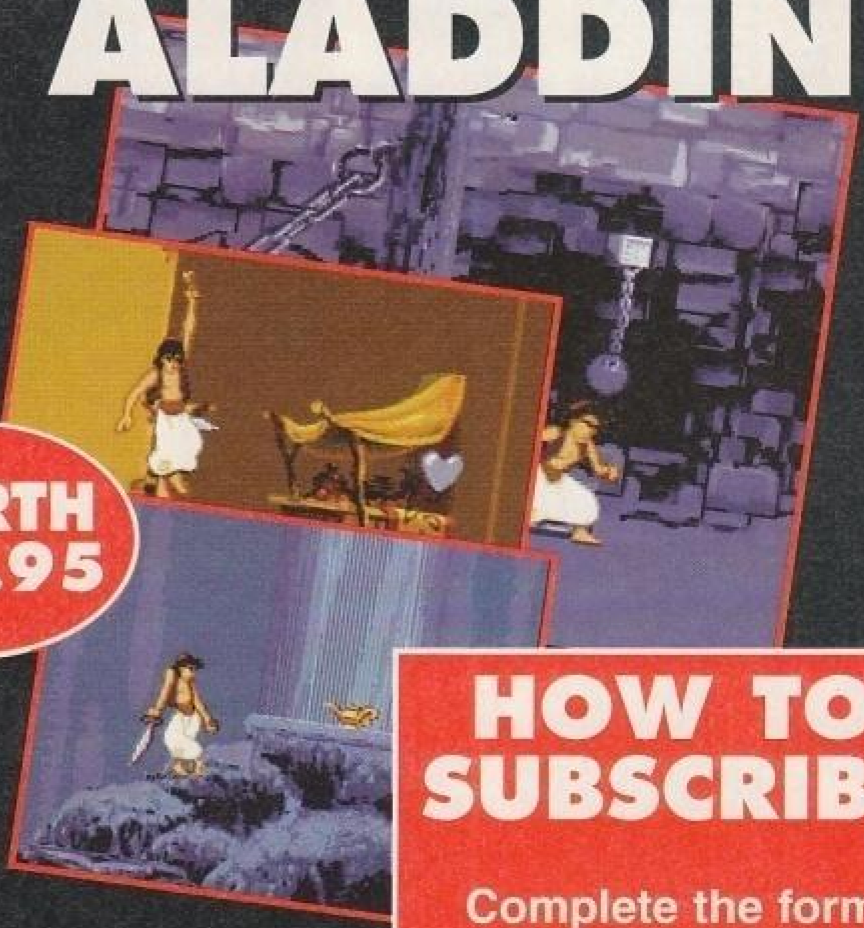

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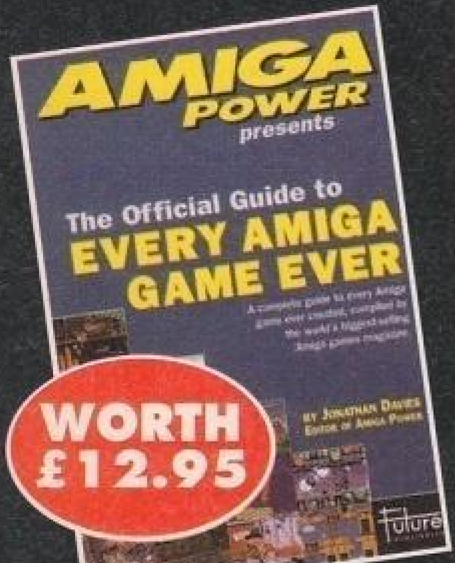
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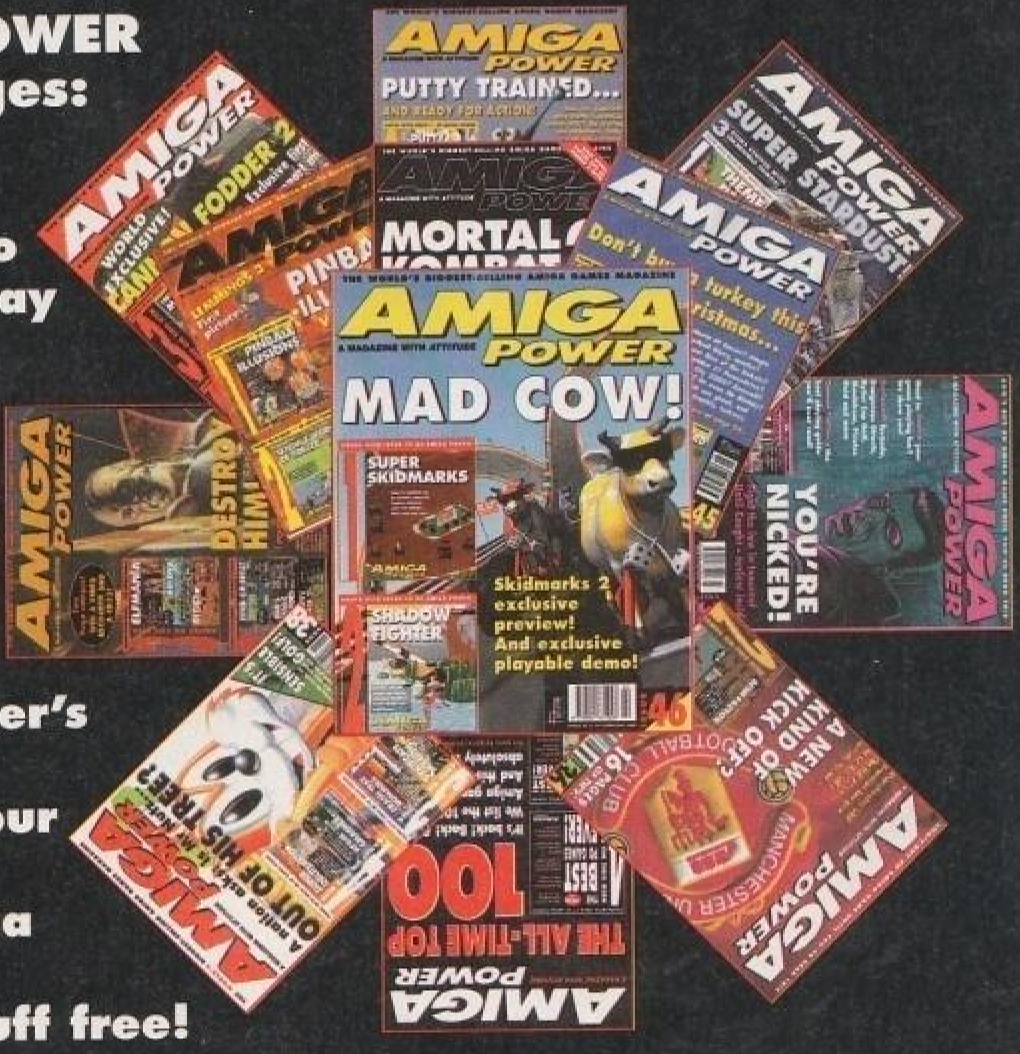

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AMIGA FORMAT

COMPLETE CONTROL

Feast your eyes on the veritable Karma Tiptria of information that is the Complete Control pages; scratch your head in curiosity at how we managed to cram so many useful tips into this opening spread; revel in the glory of part two of our *Cannon Fodder 2* guide; loosen up your fingers in preparation to try out all the death moves in *Mortal Kombat 2;* and flick quickly past The Last Resort. Words and musings, as ever: Rich Pelley.

MR BLOBBY

(Millennium)

"Not as bad as you might expect," we discovered when we reviewed Mr Blobby the game in the not-too-distant past, which is ironic because in real life, Mr Blobby is every bit as bad as you might expect, and Noel Edmonds worse. Here though, without further ado, are some codes 'surplied' (as he puts it) by Simon Pegler of Worcester.

Level 1 – babe
Level 2 – ooah
Level 3 – dakd
Level 4 – emea
Level 5 – flaf
Level 6 – ggak
Level 7 – haaj
Level 8 – bajm
Level 9 – dasl
Level 10 – ftan
Level 11 – goas
Level 12 – aaob
Level 13 – oobi
Level 14 – dbld
Level 15 – eneb
Level 16 – fmbf
Level 17 – ggbl
Level 18 – alkb
Level 19 – bbjn
Level 20 – okbq
Level 21 – dbtl
Level 22 – evmb
Level 23 – gobt
Level 24 – aado
Level 25 – oooj
Level 26 – domb
Level 27 – eoeo
Level 28 – fnof
Level 29 – hohl
Level 30 – bojo
Level 31 – doul
Level 32 – ewmo
Level 33 – goou
Level 34 – hopt
Level 35 – aaed
Level 36 – bdbh
Level 37 – oodk
Level 38 – fodf
Level 39 – hdhm
Level 40 – bdjp
Level 41 – ddvl
Level 60 – exmd

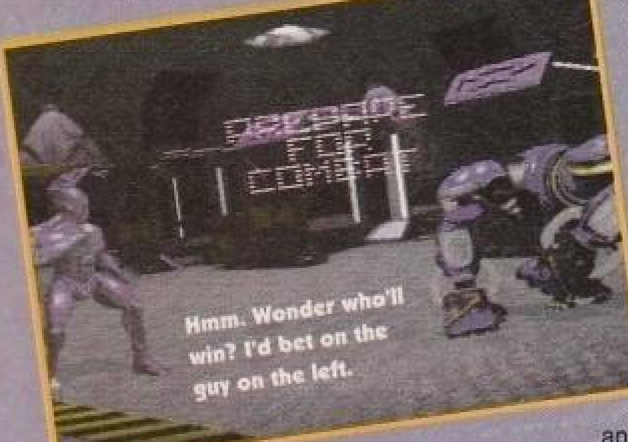
"Now don't ask me what happened," adds Simon, "but having put in the code to level 41 and completed it, I was given the code to the level 60 instead." He continues: "Also, one useful thing that I have noticed is that if you lose a live, then if you can manage to find a clock and press ENTER you should gain a life back again." And as a stern final warning, he adds: "Leave the viking helmet well alone as it will only slow you down."

RISE OF THE ROBOTS

(Time Warner Interactive)

"To be the Supervisor in *Rise of the Robots*," enthuse T Rawlings and B McCormack of Oxfordshire, seemingly unaware that as the five percent we awarded *Rise* two issues ago suggested, here at AP we were looking forward more to being locked for eternity in a room that smelt of fish with only our old Geography teachers and a perpetually looped tape of Whigfield's Saturday Night for company than the arrival of any news about Time Warner Interactive's laughably appaling beat-'em-up, "here's what to do.

"Start a one player game and lose to the Military Droid. Set the options to Difficulty: hard; Timer: off; T Bouts: on; Cinematics: on; Shadows: on; and Screen Shade: on. Start up a two player game, then on the handicap screen push left so that the red bar moves about a quarter of the way into player one's side, and back about six times until the screen flashes. After this has happened, cycle through the opponents and you should find her in the list after the sentry droid ready for a second player to select. Her Special Move, incidentally, is Down, Towards, Up, Down, Away and Up."



Hmm. Wonder who'll win? I'd bet on the guy on the left.

K240

An asteroid. Next millennium.

(Gremlin)

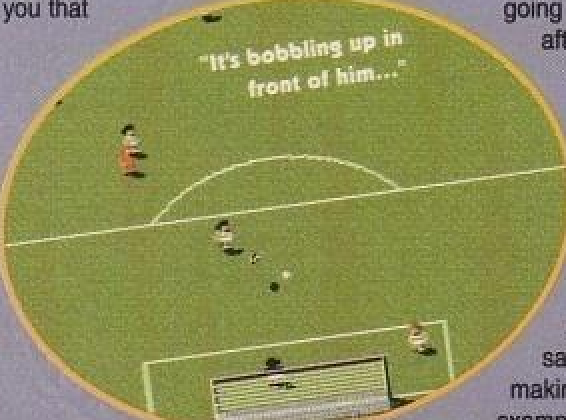
Scheming Celt turncoat Steve McGill demonstrated his inadequacies by neglecting to include these cheats in his 'comprehensive' guide to *K240*. We salute Cian Caball of Limerick, Ireland for putting him straight. Type in any of the following on the main view screen and press return...

skyscraper – shortens the construction time of all future building
loadsadosh – adds 100,000 credits
telescope – shows all asteroids
iceman – freezes all asteroids
icbm – gives you four of every missile and satellite
leming – adds 50 to population

SENSIBLE WORLD OF SOCCER DEMO

(Issue 43 Coverdisk)

Stephen Clark of Glasgow writes in to let us know about a cheat he has found for the demo we gave away on the front of issue 43. (Not that we have tried it on the full game to tell you that it doesn't work on that as well, but we doubt Sensible would have been so silly as to let it slip them by. Although...) Go to the transfers screen and purchase one of two players. Make sure that they take you as low as possible on money without going into the red, but low enough so that after the next match has been played, you will be. Return to the transfer screen, go for any players you want and you should be able to spend up to £50,000,000 on each because although your money keeps going into the red, nothing is ever said about it. And don't forget while doing this that you can buy another player from the same team as the one you are making a bid for. (So you could, for example, buy Giggs or Cantona at the same time as, say, Dennis Irwin.)



"It's bobbling up in front of him..."

14 PAGES OF INVALUABLE PLAYING TIPS START HERE

Cannon Fodder 2 58-61
Jungle Strike 62-65
K240 54
Last Resort 66-67
Mortal Kombat 2 56-57
Mr Blobby 54
Rise of the Robots 55
Sensible World of Soccer 54
Super Stardust 55
Top Gear 2 55
Tower Assault 55
Zeewolf 55

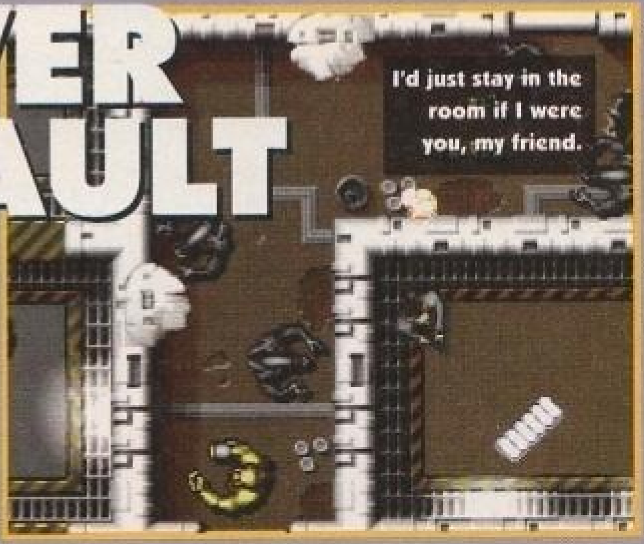
ZEEWOLF

(Binary Asylum)

Mission five – IMAGO
Mission nine – TIBURON
Mission thirteen – ARGUS
Mission seventeen – MARTEN
Mission twenty one – SOCKIN
Mission twenty five – GANNPAY

Marcus Cox of Leicester? Thanks for those. And as pointed out in last month's Last Resort (but considering most people tend to start scouring down the list of games advertised by Special Reserve on the inside front cover for spelling mistakes, or trying to improve their speed at reading upside-down before they'd consider turning to the Last Resort for a read, probably worth pointing out again), having finished the game you'll be given the code 'FRAMPAGE' which, typed in as a password in the normal place, enables you to run through the missions again in charge of a Kestrel Jet, handling more like the spaceship in *Virus* than the original chopper you were given.

TOWER ASSAULT



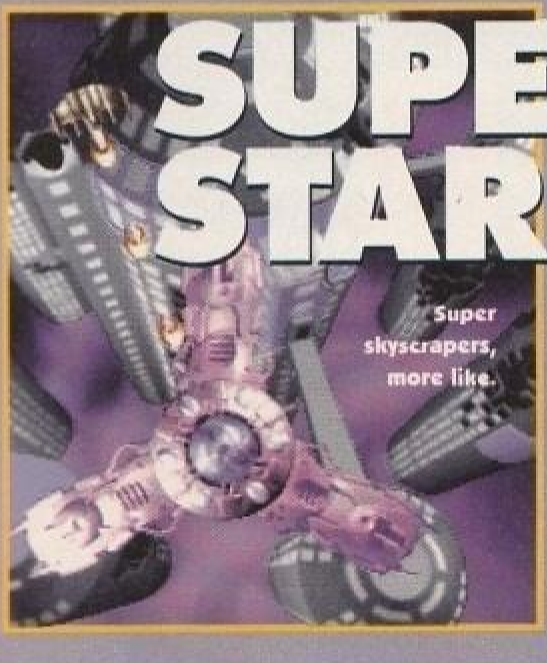
I'd just stay in the room if I were you, my friend.

(Team 17)

Although we didn't take too kindly to this latest addition to the *Alien Breed* family, it didn't stop Mark Dolphin of Stourbridge sending in a liberating envelope of justice to vanquish the evils of disaster. (His words.) It went on a bit, but this is essentially what he was trying to say:

From your start position head one screen up and one left for a tri-laser; to the bottom left of the screen for an extra life. Work your way up the stores collecting ammo, keys, credits to the massive stockpile of keys on the third level. Head to Civilian level three and west to the computer on Engineering level three. Spend your first 6000 credits on a high powered machine gun, then heat-seekers, flamer and laser. And for passwords, try 'EJDSNDAAIDCAAADC', 'EEFCJDAASDCAAADS' and 'EEHLLDAASDCAAADS'. Not too revealing, I know, but it'll have to do until someone writes in with something better.

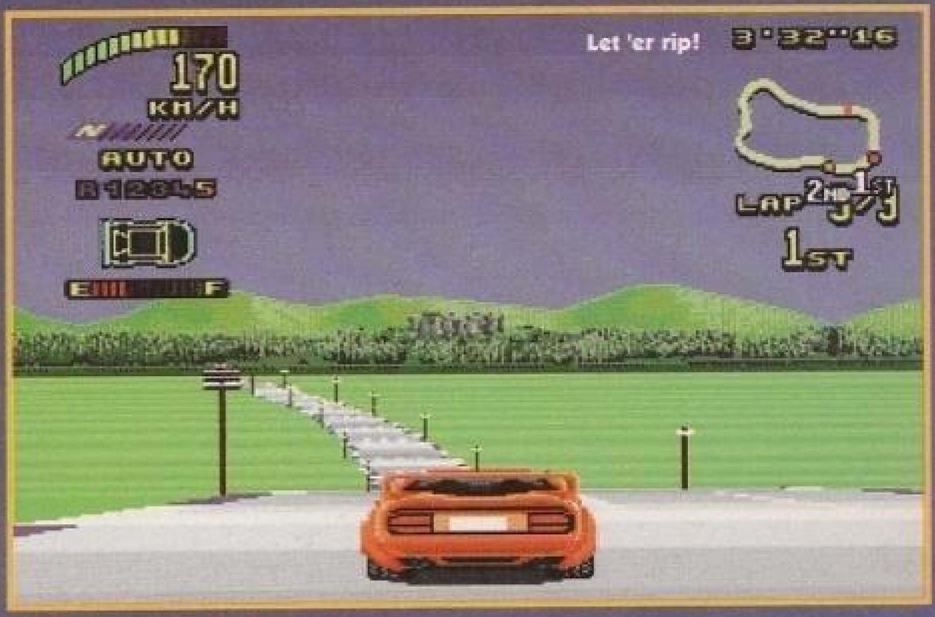
SUPER STARDUST



Super skyscrapers, more like.

(Team 17)

The code for level three of the CD version, according to a random piece of paper in this month's Complete Control Mailbag, is 'CASSTAAADDZ', whilst Simon Pegler of Worcester reckons that entering the password as 'ZZZZZZZZZZZZ' will get you twenty lives and most weapons. Simon, and RPOPITMCCM, we salute you.



TOP GEAR 2

(Gremlin)

Without going into details, at the time of writing I've actually become detached from my collection of back issues of AMIGA POWER and, having not done much revision of late, am entirely unable to comment on the anything we may, or may not, have said about *Top Gear 2*, nor on the implications on the world that printing these passwords (sent in by Matthew Newman of Surrey) might have. Sitting here on a lonely Monday evening behind my keyboard busy typing out this month's Complete Control, I also find myself unable to fully remember quite how exactly I got this job in the first place, unable to cease wondering why I seem to have computer games on the brain for at least half of my waking hours, and unable to convince myself that maybe I really do do this job for the love of the Amiga and not simply for the money. But life, as it always seems to do in these cases, goes on. Here (sigh) are those codes.

ONE PLAYER

Britain –]PN] +V$L PN13 47G%] 743HH
Canada – HLF6 8JHJ GBLV 23J+T MHG66
Egypt –]FB3 55#2 HNPB M3T5] 521FF
France – T65W 2B%Y $B4R M34DQ FB%11
Germany – HLF$ B2$R JNR$ 3M977 521FF
Greece – GPLC GLG$ MQTN %4HFF C+$WW
India – WNJB FHY6 %34V G9PMM JFD44
Ireland – 51F$ B#5L#FTR 8[RTT B$]VV
Italy – C1G+ C%DV G6 PC3Y3 JFD44
Japan – G9NF J22[P%RL $GM46 NJH77
Scandinavia – J2F$ BMLQ CQ%J]FL35 MHG66
South America – CG#4 7F6D YBHC T#+52 NJH77
Spain – $C82 5Q1T [MV9 84#1V HDC33
Switzerland – %7VM Q$5Y 2NPV %2TFB 743HH
USA – WQ%9]P6G HLM4 2QVYT GCB22

TWO PLAYER

Britain – 6$BJ #D1$ HMMW 34L%V NJH77
Canada – L+G3 LCBQ 38QT 12H$R LGF55
Egypt – L2QB 59B2 N#91 C7N%T PLJ88
France – %VRC GRF4 5BDD]67MY TPN[[
Germany – [CB5 PYLW QPP7 1QR$H D%+YY
Greece – 273M $79M TB13 FFGMY D%+YY
India – 4TN+ 3L%M GN67 LLMR4 JFD44
Ireland – [TP% 4]8B 3DLB JT948 PLJ88
Italy – LBWP R1%# 1[L4 LH1GF#76MM
Japan – [T94 6TC2 #2T[TBP[# 1VT%%
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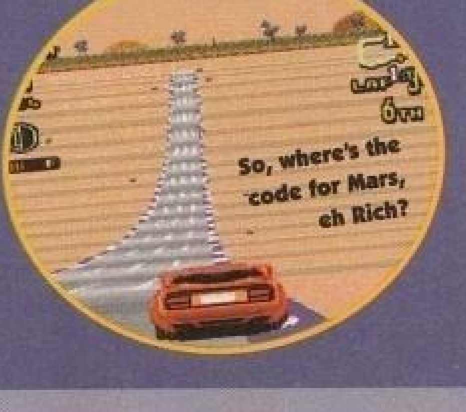

So, where's the code for Mars, eh Rich?

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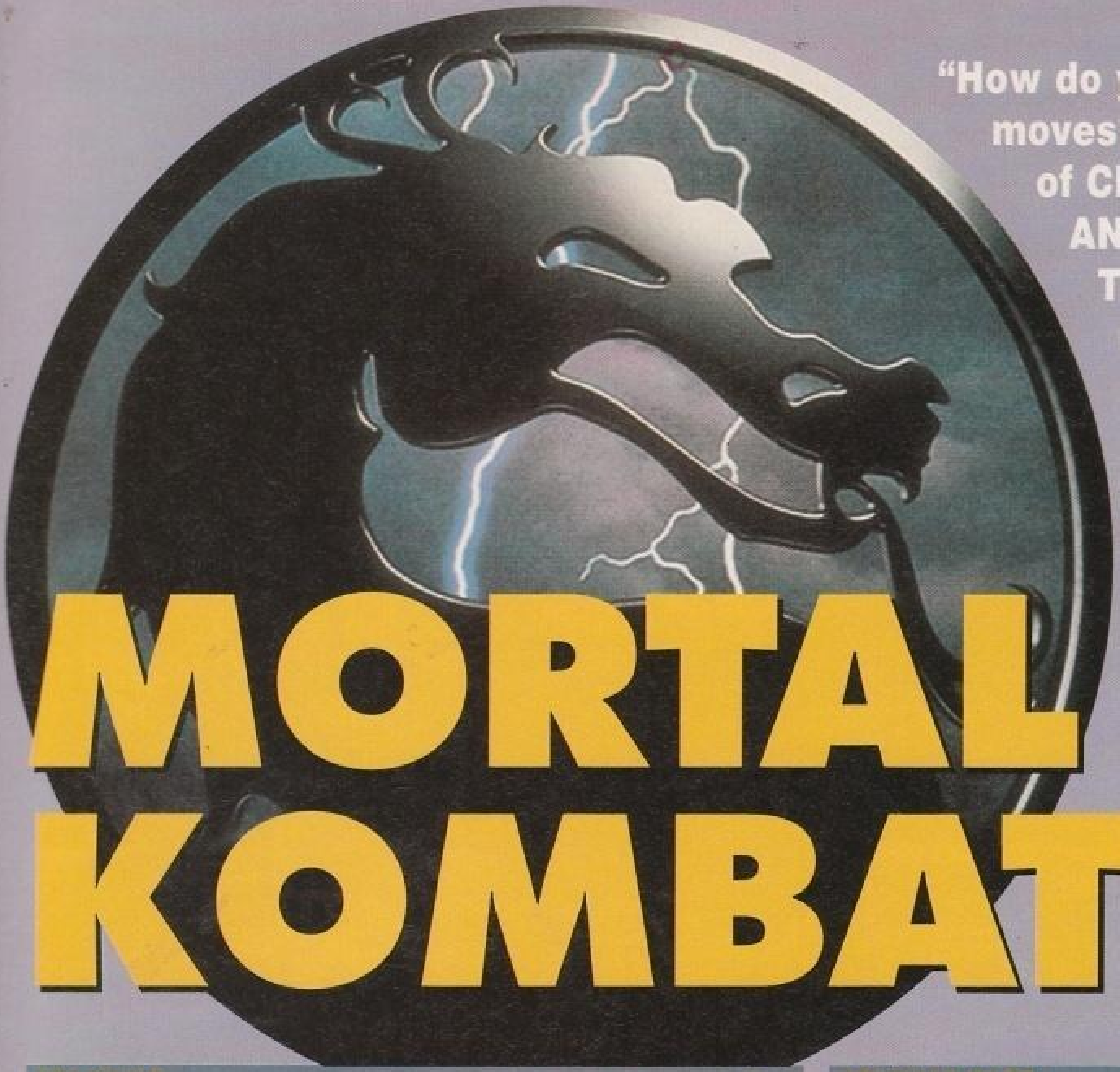


MORTAL KOMBAT 2

"How do you do all the finishing moves?" asks Stephen Gorton of Cleveland thinking to ANNOY US with his TRICKY query. Games maestro Rich Pelley answers him in a sort of 'cut-out-and-keep' or even 'swap-with-your-friends' kind of way. Just for a change, you know. We're like that.

LIU KANG

Playing as: The bicycle kick is fast and, if used properly, excellent for surprising your opponent, but make sure that you are in close.

Liu Kang Combo: Start with a jumping kick then, and as you begin to land, tap Towards, then as you do, press Fire and you'll let off a fireball. You can also do this just after you've launched into a Concorde Kick.

Jumping Fireball	Towards, Towards, Fire
Standing Fireball	Towards, Towards, Fire
Crouching Fireball	Down, Down, Fire
Concorde Kick	Away, Towards, Fire
Bicycle Kick	Fire *(hold for 5 seconds)*
Dragon Morph	Down, Towards, Away, Away, Fire *(up close)*
Wheel Kick	Towards, Up, Away, Down *(from block hold Fire)*
Pit/Spikes	Away, Towards, Towards, Fire
Babality	Down, Down, Towards, Away, Fire
Friendship	Towards, Away, Away, Away, Fire

JOHNNY CAGE

Playing as: The Shadow Kick is an excellent retaliation move, perfect for combos. When a player sweeps you, block and quickly kick. Watch out for the red shadow kick which occurs randomly and makes a weird zapping noise.

Johnny Cage Combo: Wack your unsuspecting opponent with your finest jumping kick then, as they are recovering, let rip with a Shadow Kick.

High Fireball	Towards, Down, Away, Fire
Low Fireball	Away, Down, Towards, Fire
Shadow Kick	Towards, Away,Towards, Fire
Shadow Uppercut	Away, Down, Away, Fire
Package check	Down, Fire *(up close)*
Torso Rip	Down, Down, Towards, Towards, Fire *(up close)*
Decapitation	Towards, Towards, Down, Up, Down, Fire *(up close)*
Pit/Spikes	Down, Down, Down, Fire
Babality	Away, Away, Away, Fire
Friendship	Down, Down, Down, Fire

RAYDEN

Playing as: The Torpedo is recommended for sheer surprise value.

Rayden combo: Flying Kick, then Torpedo.

Lightning Toss	Down, Towards, Fire
Dive Attack	Away, Away, Towards, Fire
Teleport	Down, Up, Fire
Shocker	Fire *(hold for 2 seconds, and works in two player mode only)*
Super Shocker	Block, Fire *(hold for 4 seconds)*
Super Punch	Fire *(hold for 6 seconds)*
Pit/Spikes	Block, Up, Up, Up, Fire
Babality	Down, Down, Up, Fire
Friendship	Down, Away, Towards, Fire *(keep distance)*

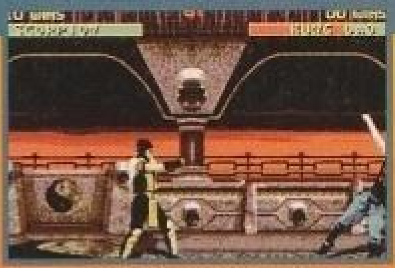
SUB ZERO

Playing as: The Ice Bolt remains from the original game, and is still one of Sub Zero's most effective moves. Freeze your opponent, use a shatter punch, then just as they are about to get up again, send off another bolt.

Sub Zero Combo: Freeze, kick, freeze the ground below, Uppercut and Slide.

Ice Bolt	Down, Towards, Fire
Ground Freeze	Down, Away, Fire
Slide	Block, Fire, Fire, Fire
Pitch-O-Doom	Fire, Away, Away, Down, Towards, Fire and hold Fire *(must be opposite side of screen)*
Super Freeze	Towards, Towards, Down, Fire
Shatter Punch	Towards, Down, Towards, Towards, Fire *(up close)*
Pit/spikes	Towards, Towards, Down, Fire
Babality	Down, Away, Away, Fire
Friendship	Away, Away, Down, Fire

SCORPION



Playing as: The Spear Throw is easy to use and effective, so use it as much as possible.
Scorpion Combo: Try activating the Spear Throw whilst sailing through the air in a Flying kick. Land and finish with an Uppercut or Roundhouse.

Spear	Away, Away, Fire
Decoy	Down, Away, Fire
Scissors Kick	Towards, Down, Away, Fire
Mid-Air Throw	Meet in air and Down
Spear swipe	Towards, Towards, Towards, Down, Fire *(close)*
Flamer	Block, Up, Up, Release Fire *(up close)*
Big Flamer	Block, Away, Away, Up, Up, Release Fire
Pit/Spikes	Towards, Towards, Down, Fire
Babality	Down, Away, Away, Fire
Friendship	Away, Away, Down, Fire

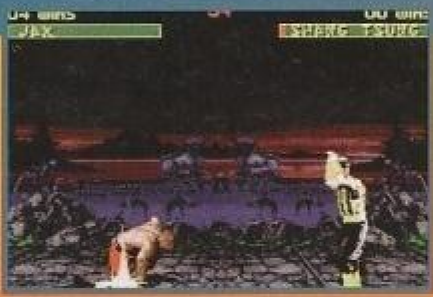
KITANA

00 WINS
00 WINS
KITANA
BARAKA

Playing as: Fan Throws, basically, are great.
Kitana Combo: Corner your opponent, Fan Lift them, then when they're in the air, jump forwards and kick them. Chuck another fan in their direction, and position yourself ready to deliver an Uppercut as they land.

Fan Swipe	Down, Fire
Fan Toss	Towards, Towards, Fire
Fan Lift	Away, Away, Away, Fire
Square Wave Punch	Towards, Down, Away, Fire
Decapitation	Block, Fire, Fire, Fire, Fire
Kiss-off	Towards, Towards, Down, Towards, Fire *(up close)*
Pit/spikes	Towards, Down, Towards, Fire
Babality	Down, Down, Down, Fire
Friendship	Down, Down, Down, Up, Fire

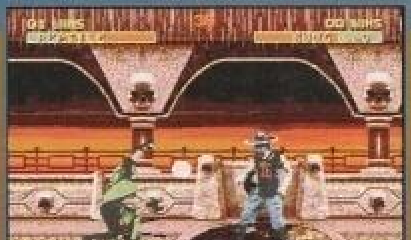
JAX



Playing as: Ground Slam. A lot.
Jax Combo: If you pass an opponent in mid-air, kick out at them whilst holding Block. Not only will the kick drain substantial energy, but the block should result in a Back-breaker.

Earthquake Punch	Fire *(hold for 3 seconds)*
Gotcha Grab	Towards, Towards, Fire
Energy Wave	Towards, Down, Away, Fire
Back Breaker	Meet opponent in air, Down, Fire
Hand Clap	Towards, Towards, Towards, Fire *(up close)*
Arm Rip	Block, Fire, Fire, Fire, Fire *(keep distance)*
Pit/Spikes	Hold Block, Up, Up, Down, Release Fire *(up close)*
Babality	Away, Towards, Away, Towards, Fire
Friendship	Away, Away, Towards, Towards, Fire

REPTILE



Playing as: The Orb will set your opponent up nicely for an uppercut. Just chuck it in and wait for them to come to you.
Reptile Combo: Release a Forceball from close range, then as your opponent flies towards you, chuck in an uppercut and Slide.

Acid Spit	Towards, Towards, Fire
Orb	Away, Away, Fire
Slide	Block, Fire, Fire, Fire, Release
Invisibility	Block Up, Up, Release Fire
Invisible Kill	Towards, Towards, Towards, Fire *(up close)*
Tongue Lash	Away, Away, Down, Fire *(must be half a screen away, and red tongue required)*
Pit/Spikes	Towards, Towards, Down, Fire
Babality	Down, Away, Away, Fire
Friendship	Away, Away, Towards, Fire

BARAKA

12 WINS
00 WINS
BARAKA
KUNG LAO

Playing as: The Blade Fury hurts a lot. Use it when in close, or to counteract a flying kick.
Baraka Combo: Flying kick and throw blades.

Double Kick	Fire *(hold for 2 seconds, up close)*
Blade Swipe	Down, Fire
Blade Fury	Away, Away, Away, Fire
Blue Spark	Down, Away, Fire
Decapitation	Block, Away, Away, Away, Release Fire
Skewer and Lift	Away, Towards, Down, Towards, Fire *(up close)*
Pit/Spikes	Towards, Towards, Down, Fire
Babality	Towards, Towards, Towards, Fire
Friendship	Block, Up, Towards, Towards, Release Fire

MILEENA

14 WINS
00 WINS
MILEENA
LIU KANG

Playing as: The Teleport Kick is good, and best used when your opponent is in the air.
Mileena Combo: A Flying Kick, followed by a Sai Throw, Groundroll and Uppercut.

Teleport Kick	Towards, Towards, Fire
Roll Attack	Away, Away, Down, Fire
Sai Toss	Fire *(hold for 2 seconds)*
Psycho Stab	Towards, Away, Towards, Fire *(up close)*
Sucka	Away, Fire *(hold for three seconds)*
Pit/spikes	Towards, Down, Towards, Fire
Babality	Down, Down, Down, Fire
Friendship	Down, Down, Down, Up, Fire

KUNG LAO

KUNG LAO
SUB-ZERO

Playing as: The Ground Teleport is simple to pull-off, with the advantage that you can still punch and kick, even when reappearing.
Kung Lao Combo: Activate the Shield Spin, then jump in for a mid-air kick, land and hold Down and Fire to pull-off a Diving Kick.

Teleport	Down, Up, Fire
Hat Toss	Away, Towards, Fire
Whirlwind Spin	Block, Fire *(hold for 3 seconds)*
Aerial Kick	Down, Down, Fire
Hat Decapitation	Fire (hold for 2 seconds, at long range)
Split	Towards, Towards, Towards, Away, Fire *(keep distance)*
Pit/Spikes	Towards, Towards, Towards, Down, Fire
Babality	Away, Away, Towards, Towards, Fire
Friendship	Away, Away, Away, Down, Fire

SHANG TSUNG

Playing as: Shang Tsung has the ability to Morph from one character to another, and is pretty nifty with the old fireball too.
Shang Tsung Combo: Chuck a Fireball, immediately launch into a flying kick, then as they are recovering, sweep their legs and finish with a punch.

Morph into opponent:

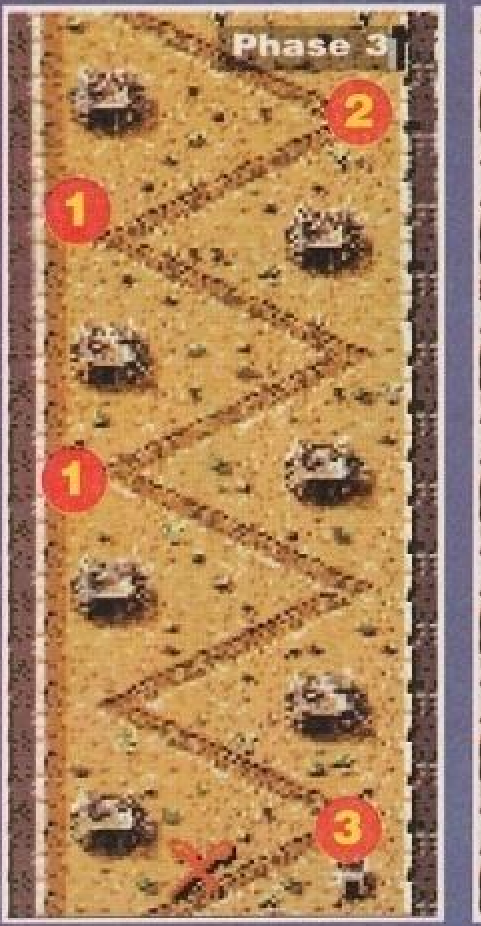
Liu Kang	Away, Towards, Towards, Fire
Kung Lao	Away, Down, Away, Fire
Johnny Cage	Away, Away, Down, Fire
Reptile	Hold Block, Up, Down, Fire
Sub Zero	Towards, Down, Towards, Fire
Kitana	Keep tapping Block
Jax	Down, Towards, Away, Fire
Mileena	Fire *(hold until you morph)*
Baraka	Down, Down, Fire
Rayden	Down, Away, Towards, Fire

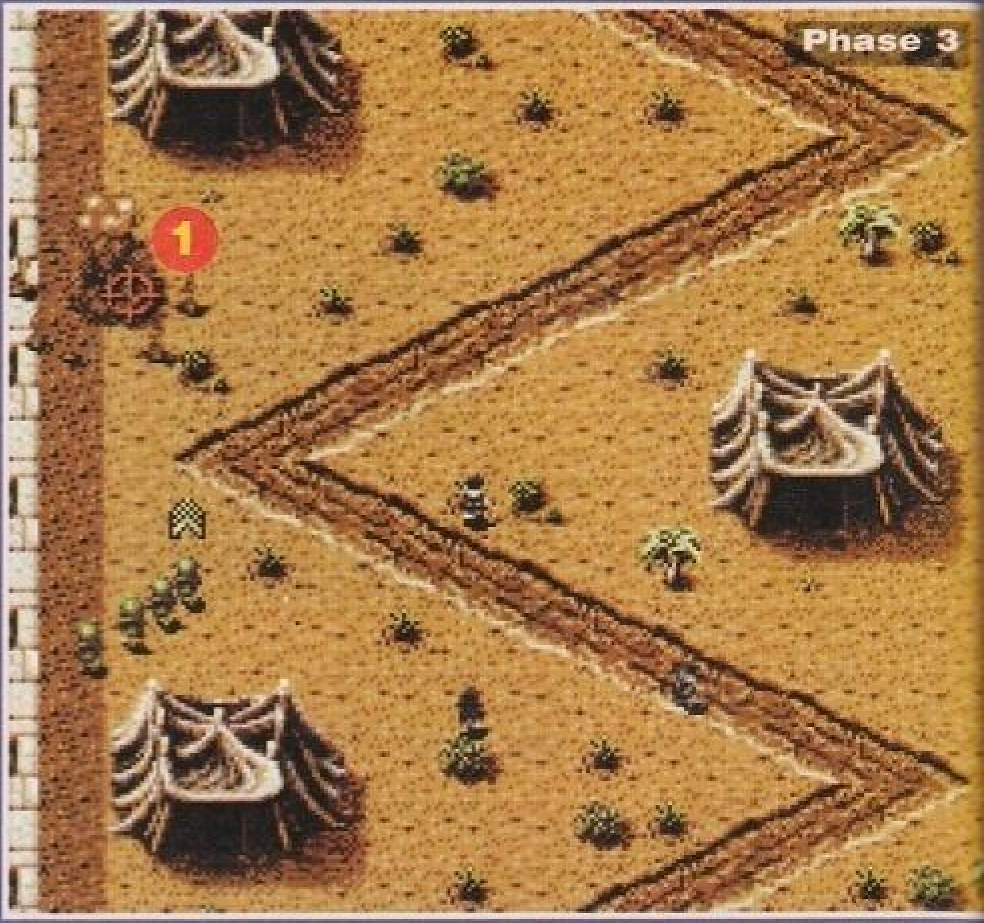
Other moves:

1 Skull	Away, Away, Fire
2 Skulls	Away, Away, Towards, Fire
3 Skulls	Away, Away, Towards, Towards, Fire
Soul Suck	Fire Up, Down, Up, Fire
Dive-O-Death	Fire *(hold for three seconds, and keep distance)*
Pit/Spikes	Down, Down, Up, Down, Fire
Friendship	Away, Away, Down, Towards, Fire

CANNON

In the month that our readers shockingly have a go at Sensible in the letters page, Cam Winstanley continues to keep reader perception and the profile of *Cannon Fodder 2* high by battling his way through yet more of the game many people have been calling "quite literally the sequel to *Cannon Fodder*".





MISSION 9

Phase 3

Annoyingly, in both this and other levels in *CF2*, the civilians have a marked tendency to throw themselves under vehicles or get caught in crossfire, which makes finishing missions a bit of a random affair. All you've got to do on this one is work your way up the left hand side of the map and avoid the two mines (1). Even on a monitor they're hard to spot, so I dare say they're totally invisible if you're playing it on a television.

Once you're at the top of the screen, jump into the tank (2) and carefully work your way down to the armoured bunker thingy (3) at the bottom. This is the random bit of the level, as even if you stop, civilians will occasionally walk into your tank and die. Assuming you avoid any roadside fatalities, just blast the bunker door to finish the phase.

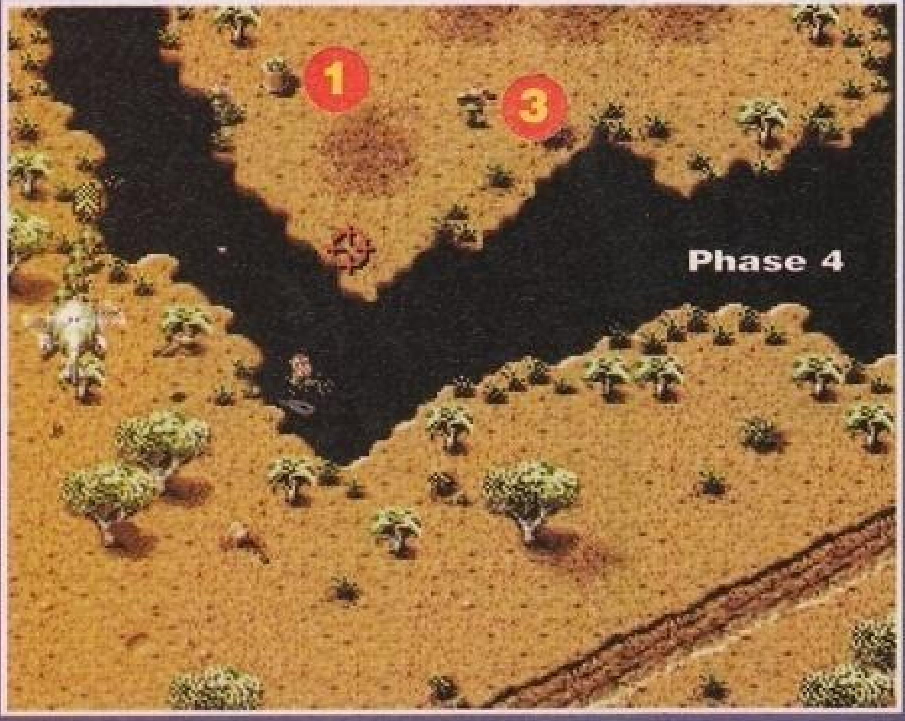
Phase 4

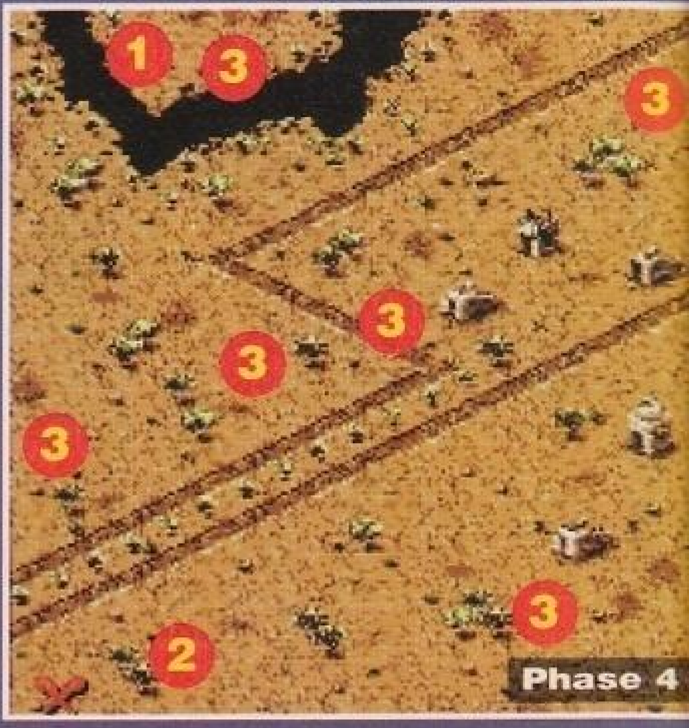
This one had me so completely stumped that in the end I swallowed my pride and phoned up Sensible to help me on my way. You start the level without any explosives, and the only rockets are right at the top of the map (1). Since the helicopter will hunt you down if you run for the rockets, you have to hide all but one of your men in the trees (2) and send the remaining bloke to grab the rockets. Then it's just the fearsomely hard matter of blasting all the enemy snipers (3) and taking out the chopper when it lands.

Phase 5

The last phase of this mission's pretty easy, requiring just a fairly leisurely wander round the level. Wait a second for the nearby enemy launcher to blow himself up, then cross the river to get the grenades (1) before shooting the launcher on the island. Bomb the nearby hut, then take out the two doors at the middle (2). Shoot the launcher (3), bomb the tent in front of it and then destroy the turret (4) by throwing a grenade over the wire.

Once inside the compound, move the helicopter away from the hut (5) and then blow it up. Take out the final hut (6) from behind the wire, then go into the central compound and kill the survivors by landing your helicopter on them. Mop up the other compound (6) in a similar way, and then take the hostage back to the little UN tent. Simple stuff. Time to put the kettle on, you've earned a nice cuppa.





FODDER 2

MISSION 10

Phase 1

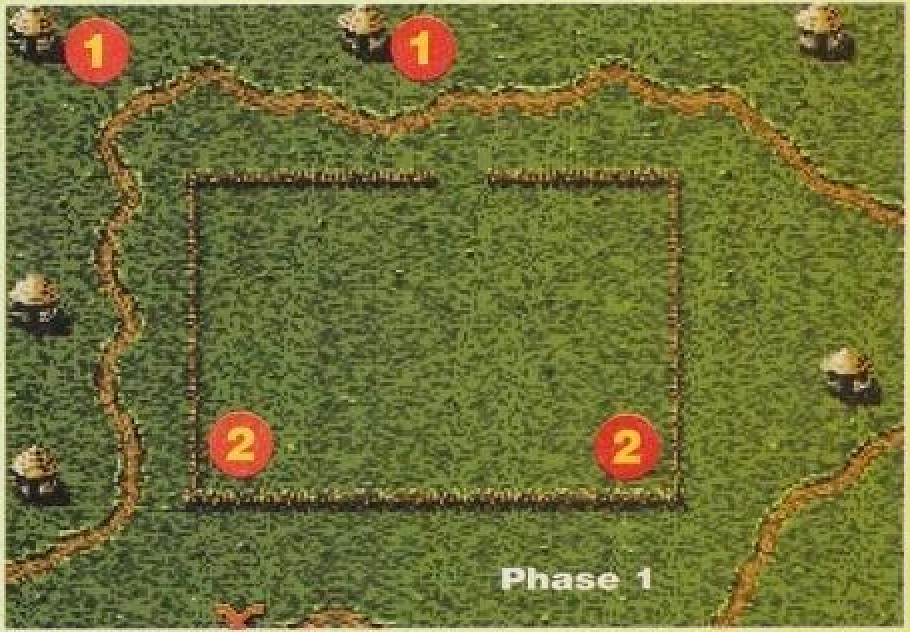
There's a huge rift between knowing how to do this one and actually managing to finish it, as the knights are both fast and accurate. It's worth knowing that you're:

- Better off inside the compound than outside it, but that:
- The inside of the compound is, unfortunately, full of pigs. Exploding pigs. Shoot them as quickly as you can.

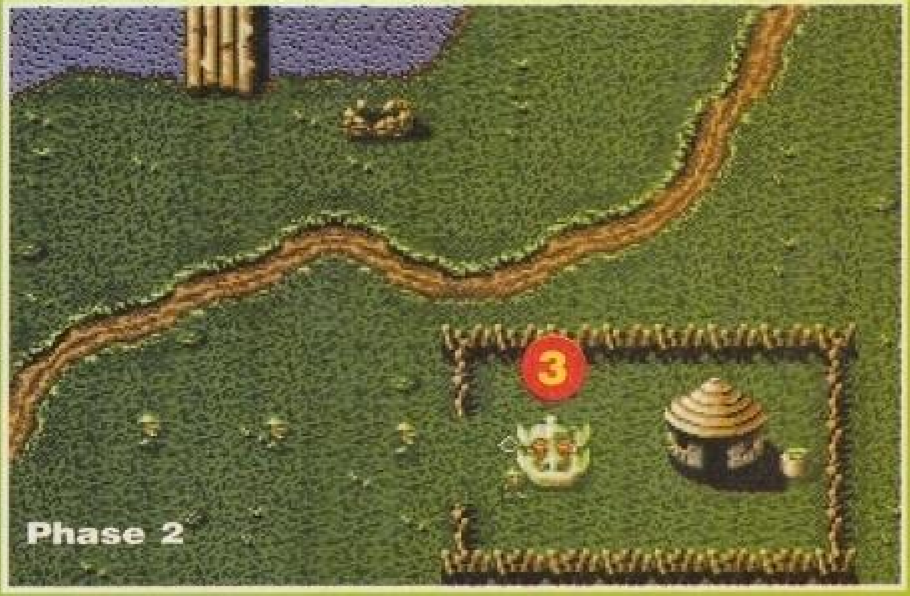
Run past the first few huts and then grenade the two huts (1) nearest the compound entrance. This slows the rush of troops into the pig pen, and gives you more time to shoot all the pigs and grab the grenades (2). The idea's then to keep the knights on the outside of the compound while you run up to the fence and bung grenades over, blowing apart the remaining four huts.

Phase 2

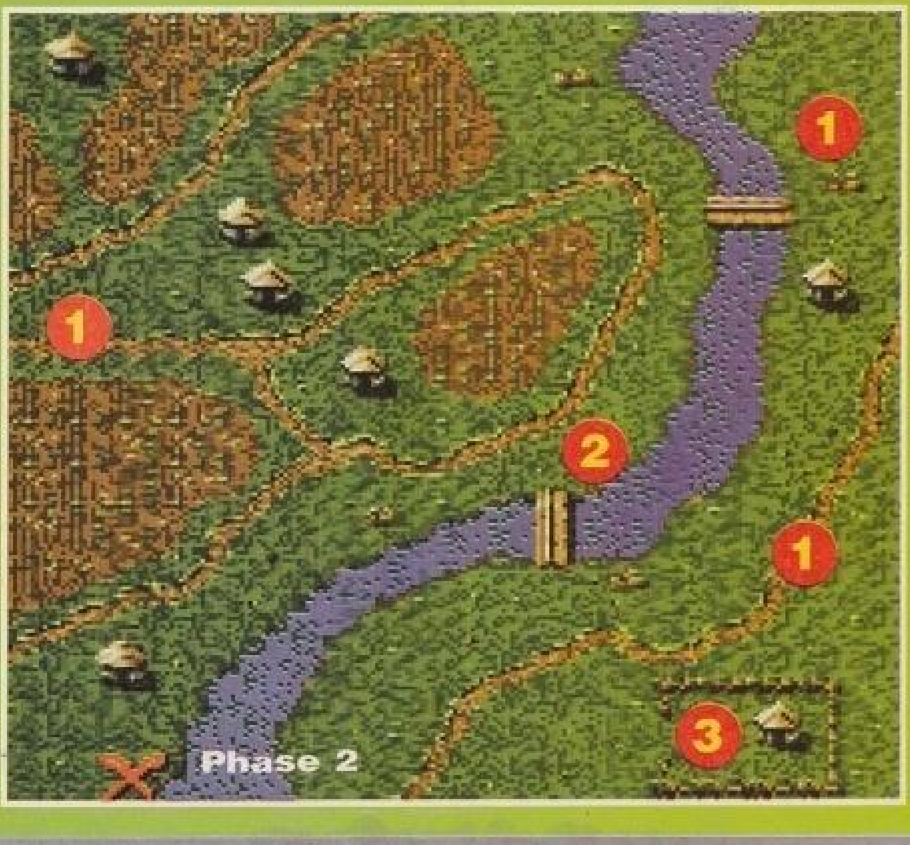
This level's too random for its own good. Even if you know what to do, you'll probably have to keep plugging away until it lets you finish. The problem is that if any civilian huts are destroyed, you lose, but the three enemy tanks (1) are fearsomely trigger happy. If you cross the river, blast the turret (2) and then send two men to get the tank (3) then eventually, you'll make it. Not very satisfactory I know, but I didn't design it.



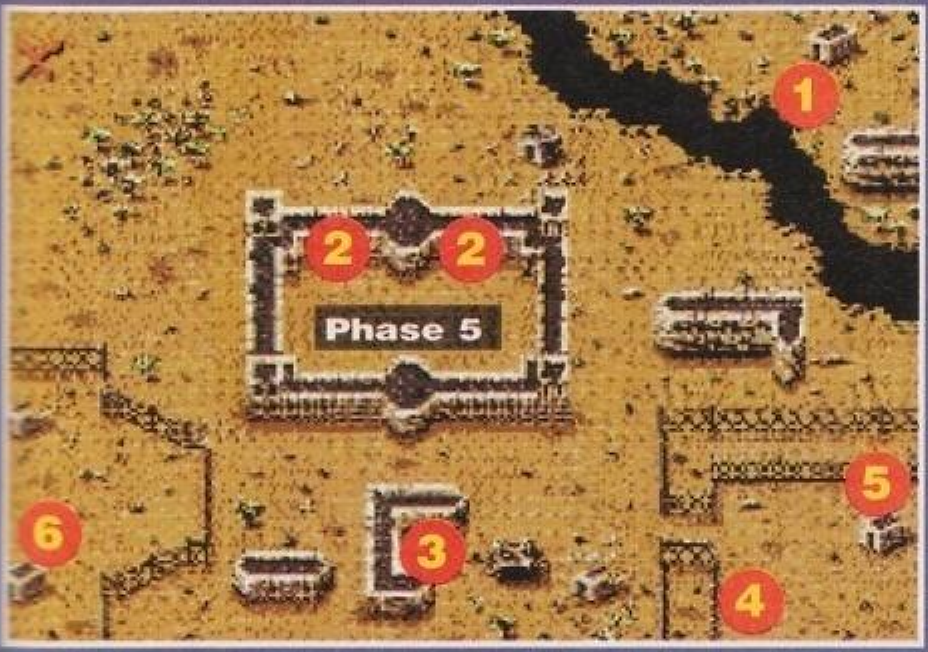
Phase 1



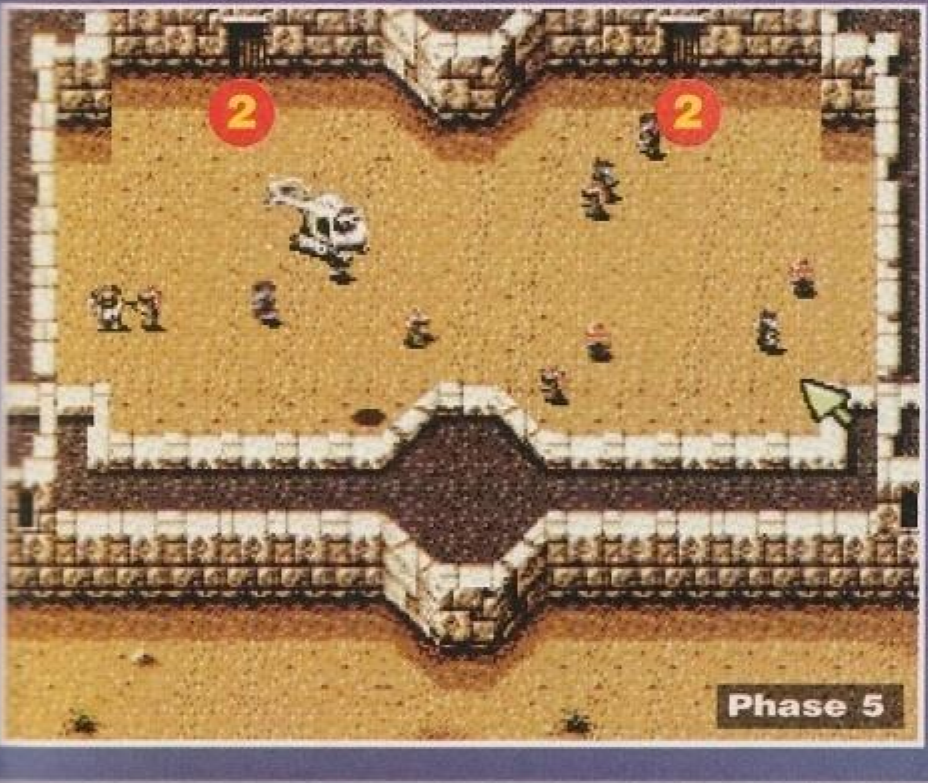
Phase 2



Phase 2



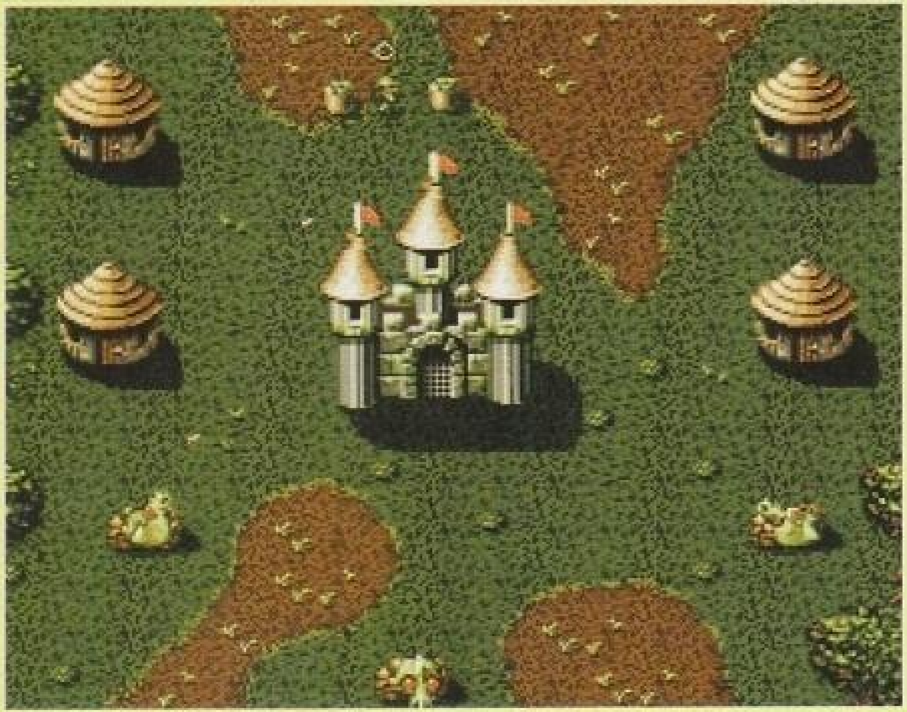
Phase 5

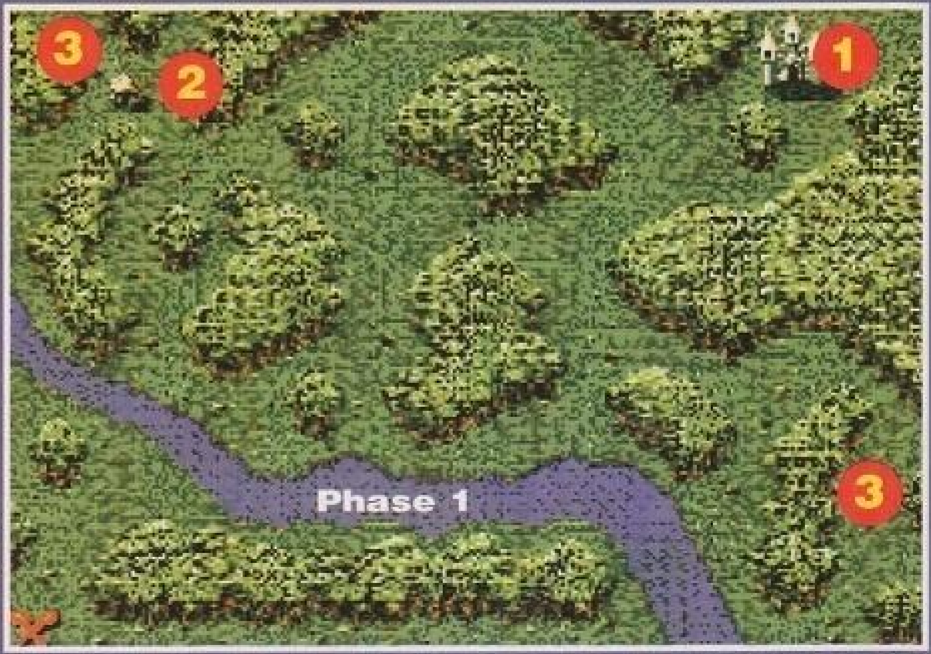


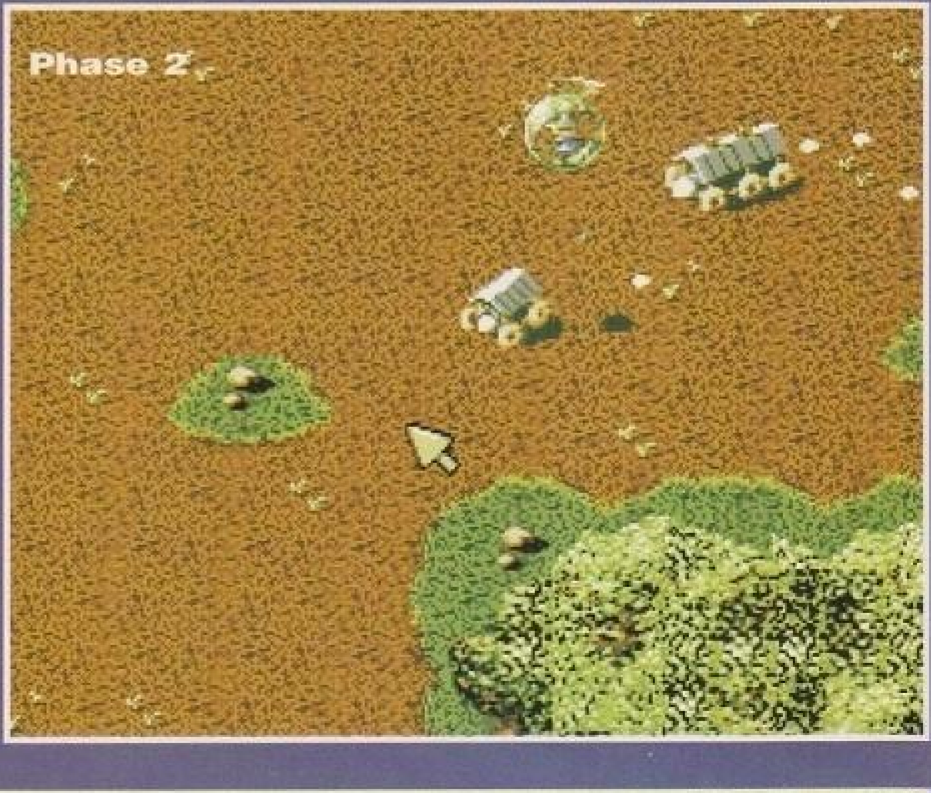
Phase 5

MISSION 11

This is a very silly one, and not (in my opinion) particularly in the spirit of *Cannon Fodder*. You've basically got to grab the rockets and move either left or right, but since the rocket fire's random, surviving the first three seconds is based entirely on chance. Shoot at the enemy turrets and huts if you like, but one way or another, the level will be over with in a few seconds.







MISSION 12

Phase 1

The entire level's littered with holes, which are in fact tunnel entrances. If you take out the castle (1) and hut (2) then the supply of troops coming out of the holes will rapidly dry up. There's a couple of crates of grenades (3) to help you out, and nothing really that scary to go up against. It's not a hard level.

Phase 2

Continuing the trend for levels that are over the moment they begin, you've got about a second to jump into the battering ram and roar off before the enemy rams take you out. The best way is to start the level, position the cursor over the vehicle and then press ESC, so you're positioned perfectly the next time.

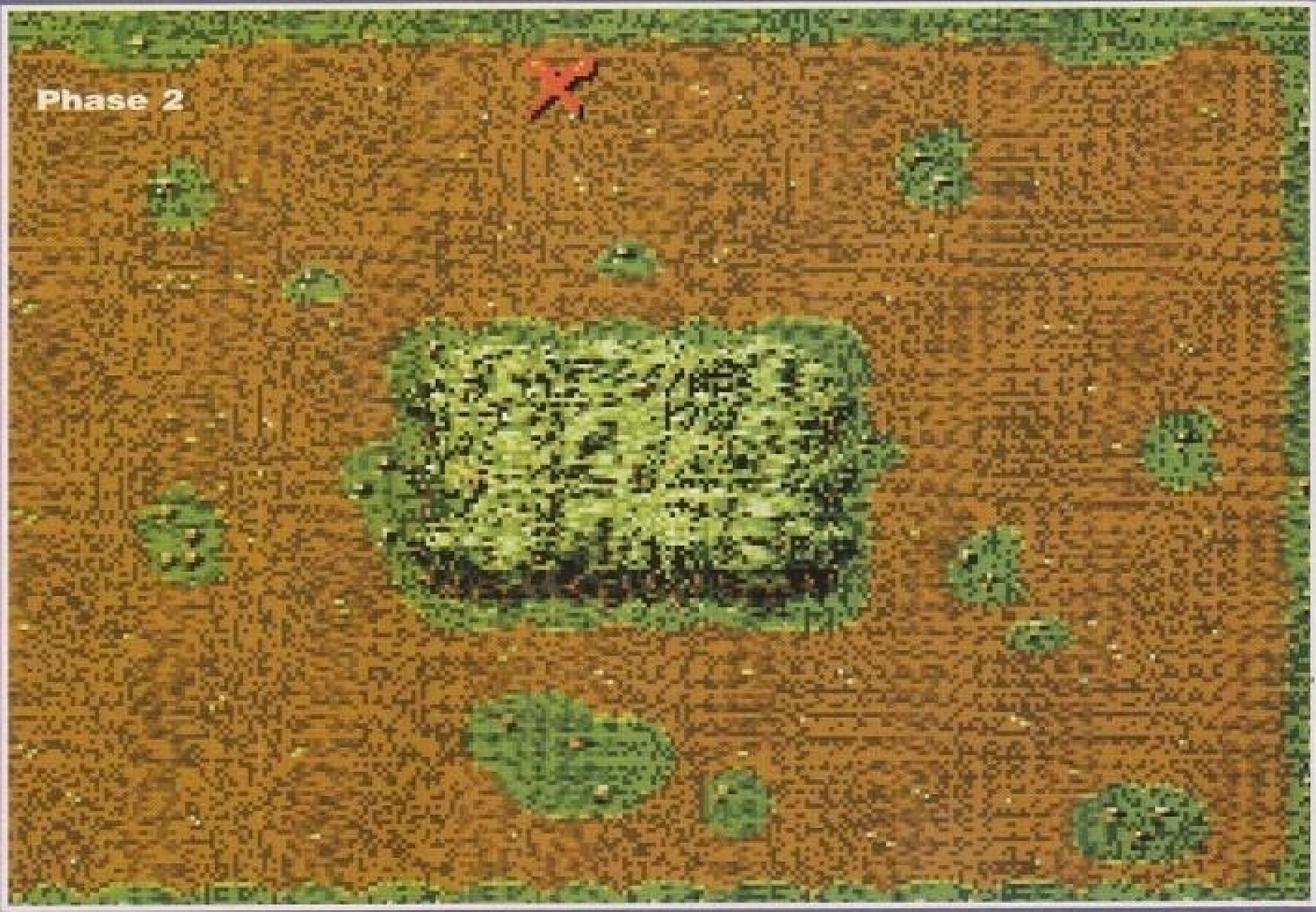
Once you're in the vehicle, simply race around the track flattening all the soldiers, but look out for the extra enemy battering ram waiting for you at the end of the first lap. Since you haven't got any weaponry, you've got to get the bad guys to kill themselves in one of two "egeineouse" ways. You can keep doing laps until the helicopter witch thing bombs the enemy vehicles, or you can wait until all the rams are together, and jump out of your own. As you flee for cover, the enemy vehicles will ram into yours and explode, leaving you free to stalk the helicopter until it lands, and rocketting it.

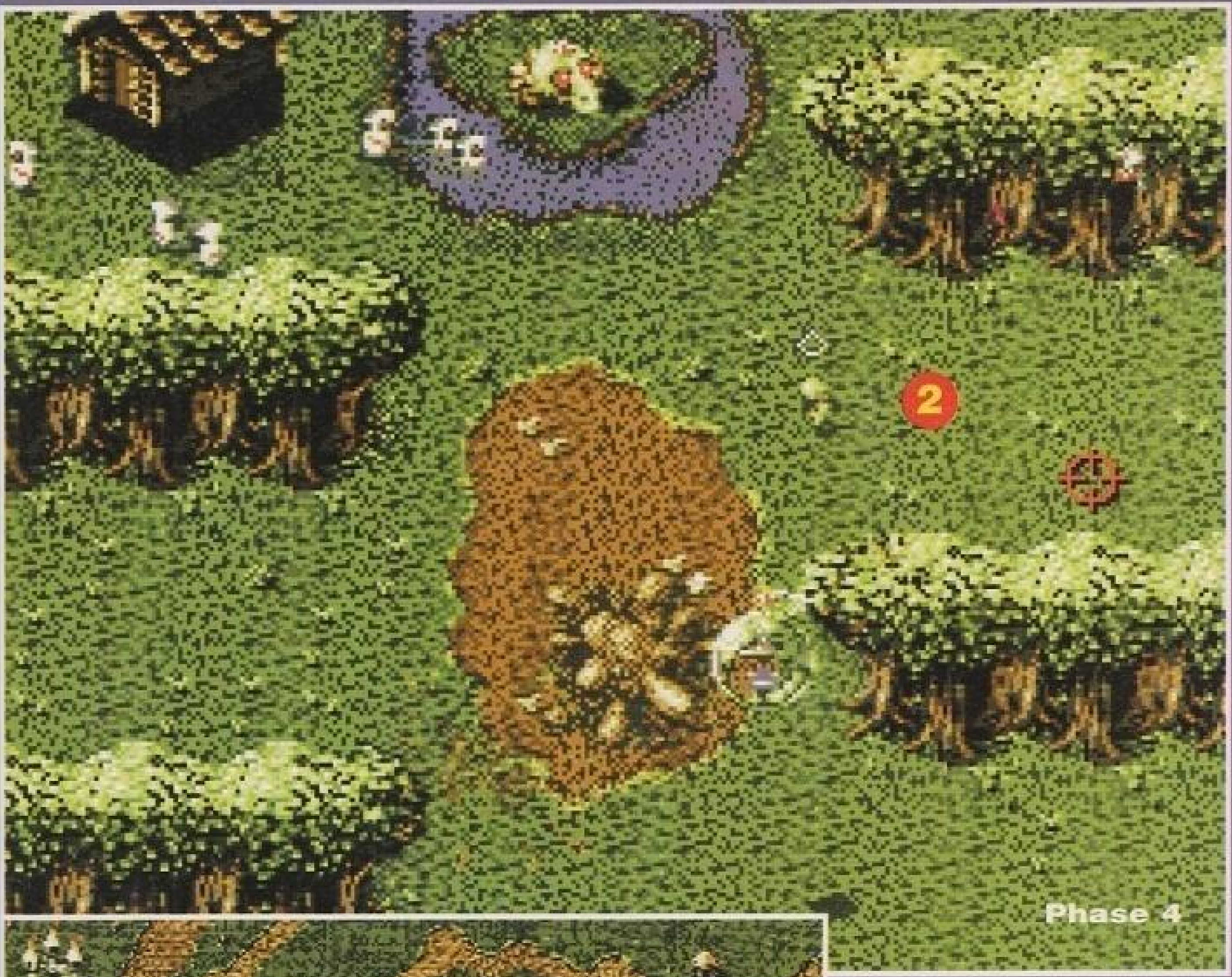
Phase 3

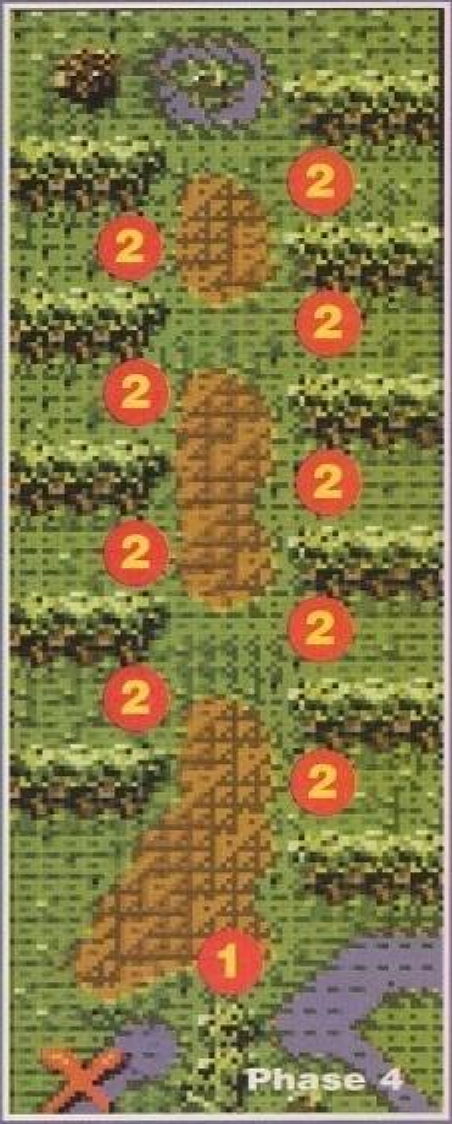
This one's just a straight forward blaster, requiring you to pick up the grenades from (1) and the hostage from (2). The compounds at (3) are sealed and the soldiers can't get out, so leave them till last and hoot with glee as tens of bodies fly into the air as a direct result of a single grenade.

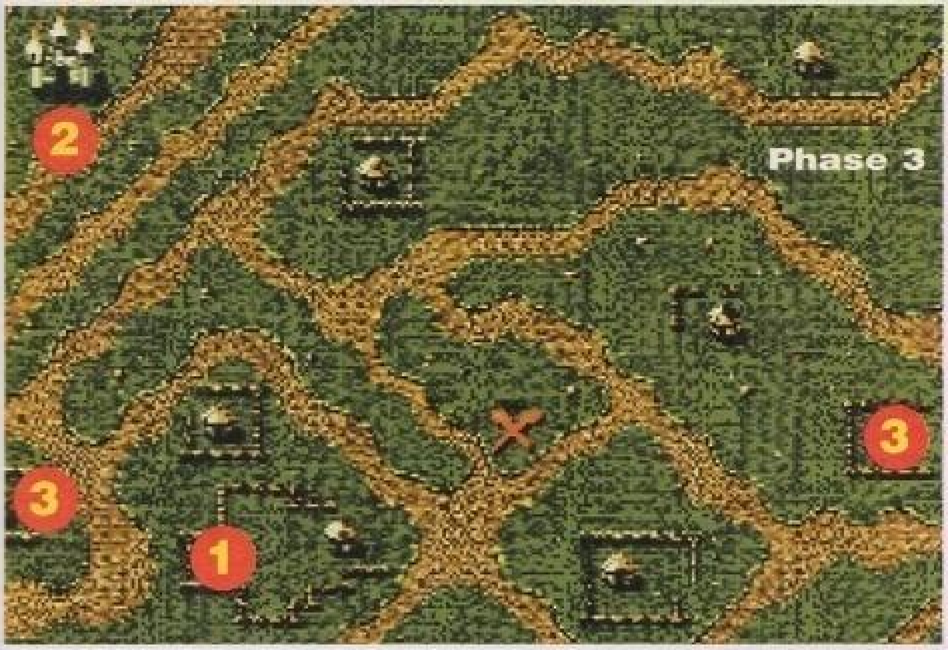
Phase 4

As soon as the level starts, click on a point above the trees (1) and switch to rockets on the move. If you're fast enough, you'll be able to take out the helicopter on the ground, and if you grenade the turret, there'll be a 50 rocket power-up underneath, although I









reckon you're better off without it.

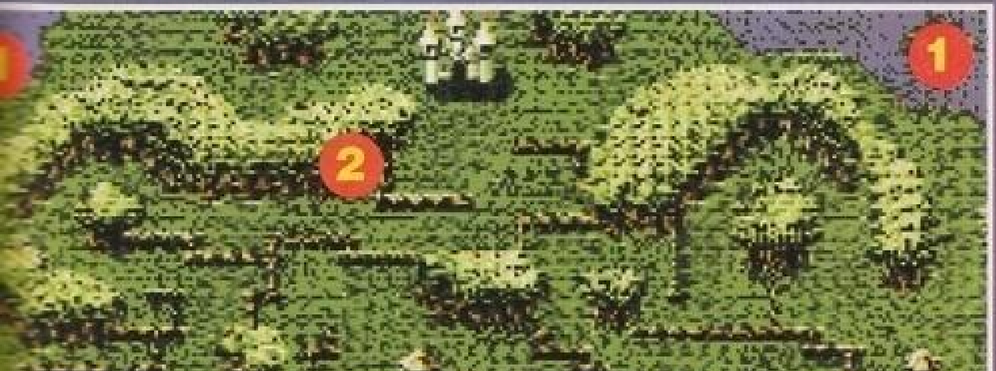
Simply chart a zig-zag path up the level by clicking directly on each of the enemy snipers (2) and changing course when you shoot one. At the top of the map, make one final heading change to the right, rocket the turret and blast the hut. It's a bit frantic, but not really hard.

Phase 5

There're fairly mean turrets in the corners of the map (1) and just enough grenades (2) to take everything out. Since the hostage (3) stops and puts her hands up every time there's a baddie on the screen, you should wipe out everyone first before going to get her, otherwise the journey back to the middle of the map is a bit of a drag.

Phase 6

Ignore the turrets – that's my advice. Simply jump in the vehicle, zoom over to the two pressure pads and jump out. If you move your men underneath the pads and then directly upwards, then they'll stand on both at the same time, activating them, summoning the UFO and neatly finishing this month's solution at the end of a mission. No doubt next month will see us back on those nasty purple alien levels. Humph.

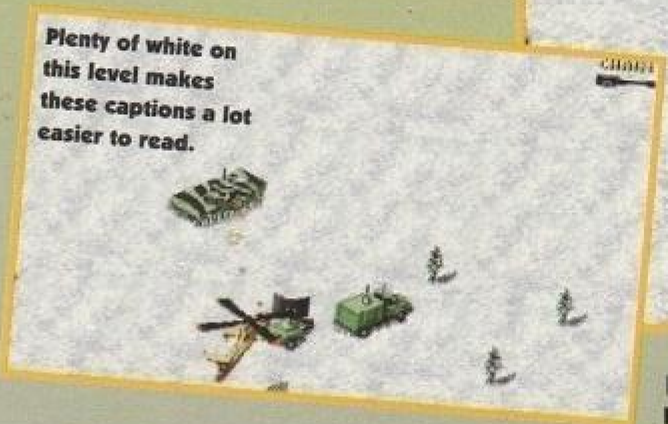


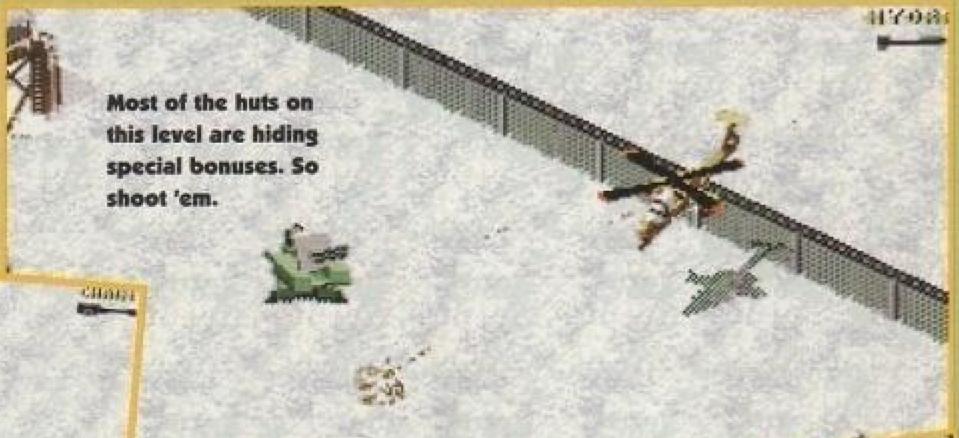
MISSION COMPLETE
Phase 6

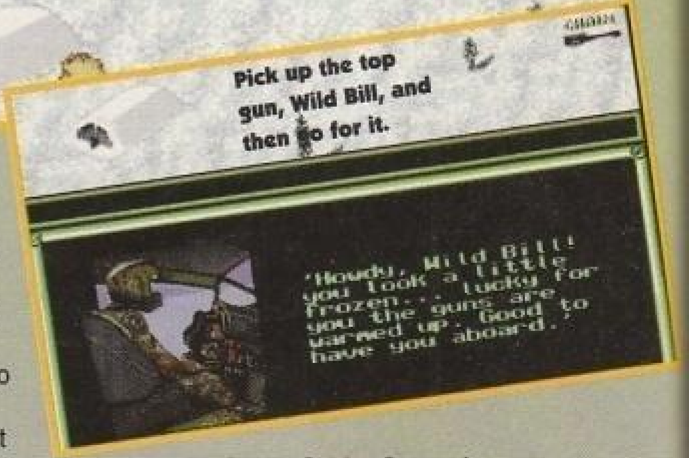
JUNGLE PART 2

Nice of you to wait for me to finish. Thank you.

Last month we did one to five, and logically, we're following that up with campaigns six to nine this month. Follow us, and you'll finish the game. Heck, you might even enjoy it.


Plenty of white on this level makes these captions a lot easier to read.


Most of the huts on this level are hiding special bonuses. So shoot 'em.


Pick up the top gun, Wild Bill, and then go for it.

'Howdy, Wild Bill! you look a little frozen... lucky for you the guns are warmed up. Good to have you aboard.

CAMPAIGN 6: SNOW FORTRESS PASSWORD: WSDVNHCF3VF

Hey, check out all that snow. Nice isn't it? All white and everything. Anyway, the first thing to do on this level is open the landing zone, just west of your starting position. To 'open' it, fire a couple of rounds at the igloo and then you can destroy the little huts surrounding it for all sorts of prizes and things, including a useful speed winch.

Mission 1: Wild Bill

Although the point of this mission is to rescue Wild Bill, you've got to pick up some POWs as well. In fact, pick up five, drop them off at the LZ to finish the mission and then pick up the rest of them because you might need some armour points later on in the campaign. With prison camps like this it's always best to attack around the edge, taking out the towers and the like, before attempting to actually rescue anyone. Oh yeah, and Wild Bill is in the hut next to the two towers in the middle of the camp. Blow up one of these towers to get an armour crate as well.

Mission 2: Radar Sites

You've seen and dealt with the likes of these before, and apart from harder protection in the form of M1 Battle Tanks, there's nothing to worry that much about. Underneath the northern-most radar truck is an armour crate, so be careful not to fire too many rounds at the truck or you won't be able to pick up the armour crate because you'll have destroyed it. Also don't stray too far into the fenced area or the enemy will be well prepared for you.

Mission 3: Missile Depot

Stupidly impossible if you don't take out the radar sites first, but if they don't know you're coming (see last mission) then it makes things a lot easier.

Take your time on this one. Use your chaingun to take out the towers and missile the M1 tanks. Then just gun the sheds to reveal the missiles and carry on shooting to blow 'em up.

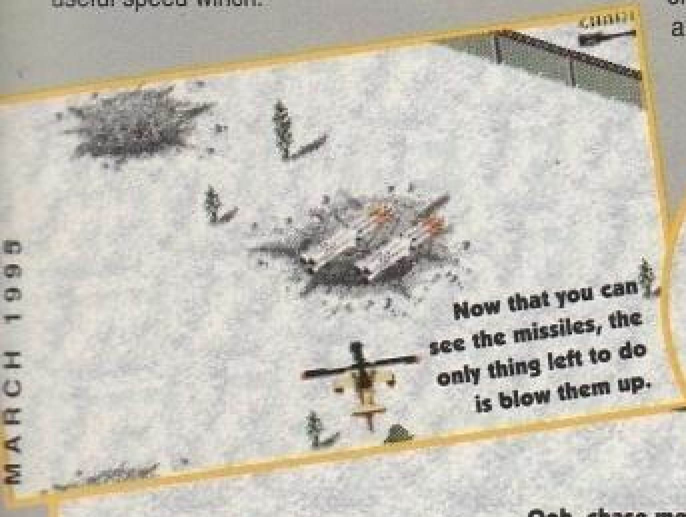
Mission 4: Soviet General

Right, yet another easy mission for you to handle, just blow up the tower and tank (and if you've got this far you should know how to do it) and then gun the house to pick up the General.

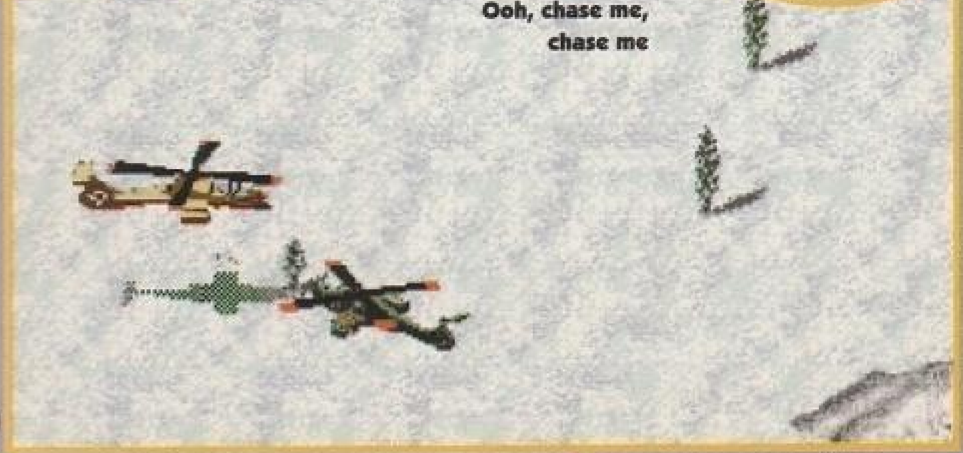
Mission 5: Launchers

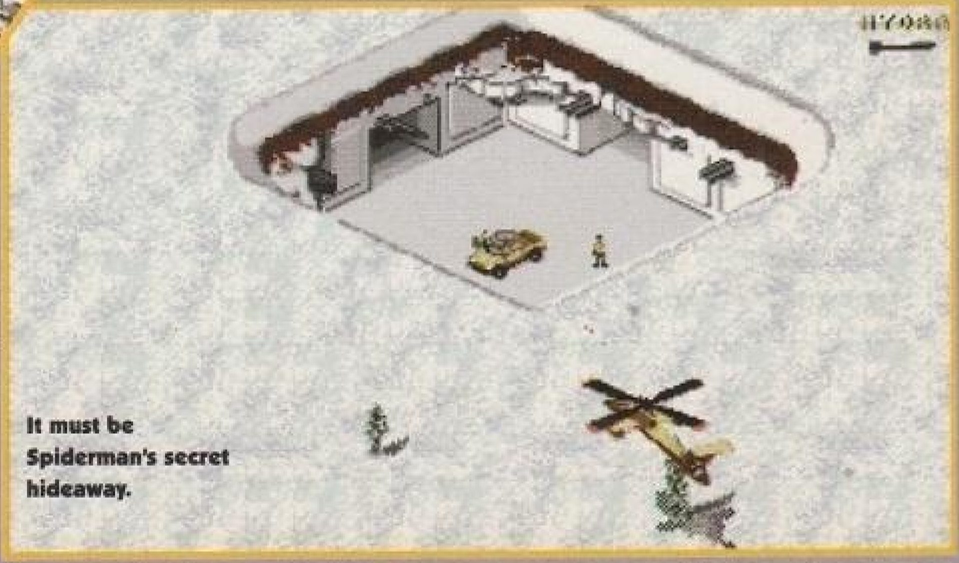
Yawn! Oh, I'm sorry, but so far this hasn't been all that taxing has it? Still, let's get on with it. Although there's plenty of stuff to grab your attention (either a soldier, a Gattling gun, an M1 Tank or a combination of the three), lots of evasive action and missile firing should mean you don't sustain too much damage.

Once all that's out of the way, chaingun the launcher and you're done. Easy, eh?


Now that you can see the missiles, the only thing left to do is blow them up.

Hard tanks, and you'll have to do a lot of flying around to avoid the flak.

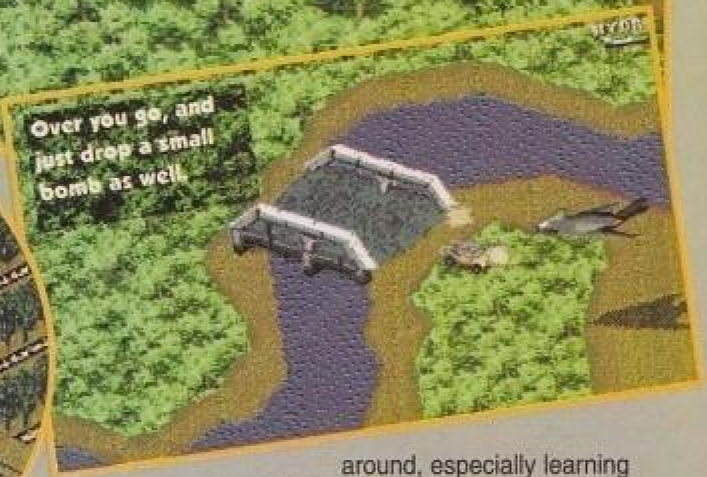

Ooh, chase me, chase me


It must be Spiderman's secret hideaway.

STRIKE

Jungle Strike players wouldn't give a XXXX for any more lives, you know.

There's the Stealth Fighter. Ripe for the taking and er, flying around a bit.



Over you go, and just drop a small bomb as well.

Don't you just love those Americans?

Mission 6: Power Lines
Now it's time for some serious gamesplaying. Before you can even think about taking out the power lines, destroy the radar site north-west of the main power plant and now attack the power pylons. Underneath the power plant is an armour crate so be careful you don't destroy it. Blow up the rest of the tanks, pylons and things and in the little hut, just north (and a bit over to the east) of where the power used to be, you'll find a lovely extra life.

Missions 7 and 8: Fortress and Warheads
It's another one of those two-in-one missions again. And even though they're supposed to be covered by snow drifts they're still really easy to spot. Concentrate on getting rid of the helicopters before anything else, though, because they can be a real pain. You can do the missions in order if you like (if you see a little thing sticking out of the ground there'll be a warhead inside) but it's really not worth the hassle of flying about all over the place to complete the missions separately. There's usually a surprise hiding inside one of the buildings as well, something like a soldier with an AK-47 or a even a Tactical, but that really shouldn't cause you too much of a problem.

CAMPAIGN 7: RIVER RAID PASSWORD: THCKNL6MDRH

It's different vehicle time again. This time though, you're getting to grips with the top secret Stealth Fighter. Be careful when flying this thing because with up and down controlling the height of the plane you can crash. And if you bump into anything you'll lose a life. Still, you do have infinite ammo and fuel as a little bit of a bonus. Oh yeah, and directly to the east of your starting position are four little stone pyramids protected by two Twinguns. Get rid of them, fire at the stones and four (yes, I said four) extra lives are yours.

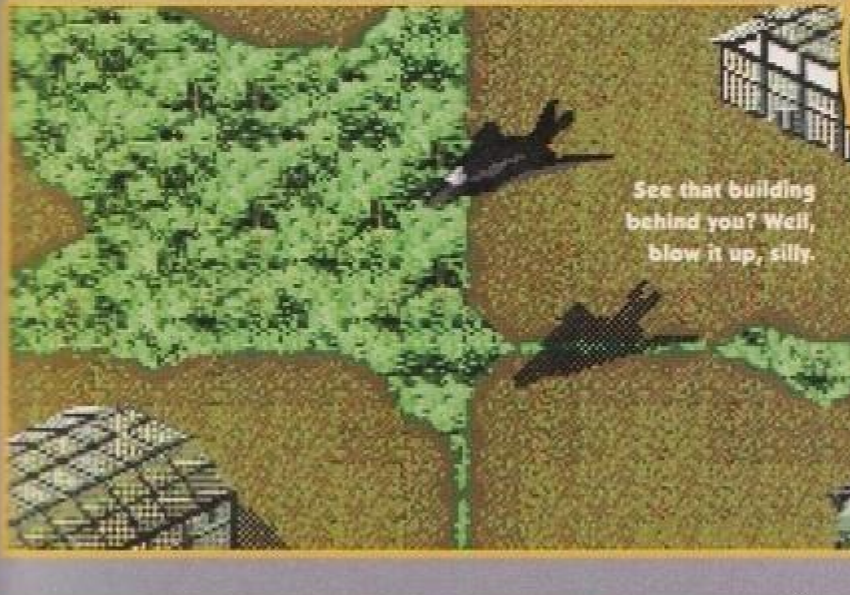
Mission 1: F-117 Stealth Fighter
Loaded up with lives, you can now feel a little more confident about things. Fly south to the hangar and use those Hydras and the odd Hellfire to take out the Twinguns. Now land and get ready for some really tricky flying.

Mission 2: Troop Bridges
Infinite fuel and ammo may be yours, but that still doesn't stop the fighter from being ridiculously hard to control. Spend some time flying around, especially learning the turning circle, before you attempt any mission. Once you've got used to it, start on the bridges to the south and work your way north. Don't bother with the tanks or whatever near the bridges, just fire a few missiles as you pass over each bridge and then move on to the next. When you've finished the last one, you should be at the top of the map and ready for the next mission.

Mission 3: Drug Fields
Reckon you're a dab hand with the old Stealth Fighter do ya? Well, this mission will soon sort you out. For a start, if you fly towards the towers at anything less than maximum height you're going to hit them and lose a life (now you know why you were given four extra ones at the start of the level). The best thing to do on this mission is just to attack the fields with a few missiles and then move onto the next one until they've all gone.

As you've probably discovered the Stealth Fighter's a bugger to control. Fortunately, if you land it you can get back in the much more manoeuvrable chopper. Just line it up with the airstrip and lower the plane. The game will take over and land properly if you do it correctly. Or you could just die and that way you'll be in the Comanche automatically. Or you can ignore our advice and just carry on using the very difficult to fly fighter. ➤

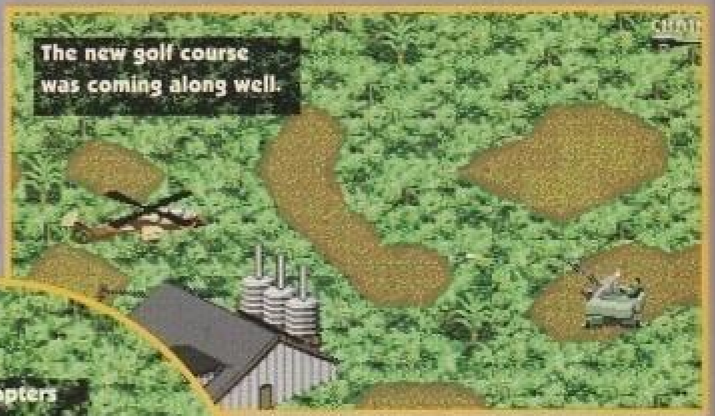
Am I allowed to use my "My that's a big missile launcher you've got there" joke please?



See that building behind you? Well, blow it up, silly.

Plenty of space inside, and a very generous back garden as well.

Hidden it was. Now it isn't. Ha, ha!



The new golf course was coming along well.

Ahh, helicopters have feelings too.

Mission 4: Patriot Missiles
No one ever said it was going to be easy, so just make sure you've got a full complement of everything (fuel, ammo and armour) and if it moves, blow it up. And if you start to run a bit short on fuel, there's some over by the starting point.

Mission 5: Fuel Depot
A couple of missions left, and you might have noticed that there's no fuel about the place. Well, don't worry too much about that because your next stop is the fuel depot. Your task here is to destroy all the BIG fuel tanks and then worry about the other sort of tanks, the moving and firing missiles type. Still, a couple of Hellfires should see them off. Then you can look around the depot (try where a tank used to be) for some much needed fuel.

Mission 6: Nuclear Missiles
The motto 'be prepared' seems very apt for this mission, because you're not quite sure what the game is going to throw at you until it does. Each of the missile sites is hidden under a stone pyramid, but a few rounds of your chaingun will expose it to the world. Then you'll find it guarded by a couple of AK-47-touting soldiers, some Sheridan tanks, Twinguns or nothing at all. So take it carefully, and (hey) be prepared to get the hell out of there when you need to. Once you've picked up all the missiles, get back to base and get ready for the next campaign.

CAMPAIGN 8: MOUNTAINS PASSWORD 7GR7HPZJ97X

You're closing in, and the druglord and the madman and are almost yours. The small (and perfectly formed) stone pyramids on this campaign hide a variety of objects ranging from fuel, ammo and armour to nothing. So it might be worth flying around and sussing out what's where, because there's not a lot of fuel on this level for a start. That was a hint.

Mission 1: Control Towers
Things start to get a bit tricky now, as the game throws in all sorts of little unexpected things to make your life just a bit more interesting. The major things to worry about on this mission are the sneak attacks by various M1 Tanks. Although not very powerful, they do have a pretty impressive fire rate, and one of the tanks will also leave behind an armour crate when you blow him up, so make sure you remember to use it.

Mission 2: Tomahawk Missiles
Again the actual mission here isn't fraught with any danger (unless you can't see the rock formations hiding the missiles and just fly straight into them), but it's the fire-power protecting them that will cause you problems. The Mobile Cannons used can down a fully-armoured Comanche in two shots, so you need to be careful and quick. Once you've got them out of the way, chaingun the rock to reveal the missile and then shoot that.

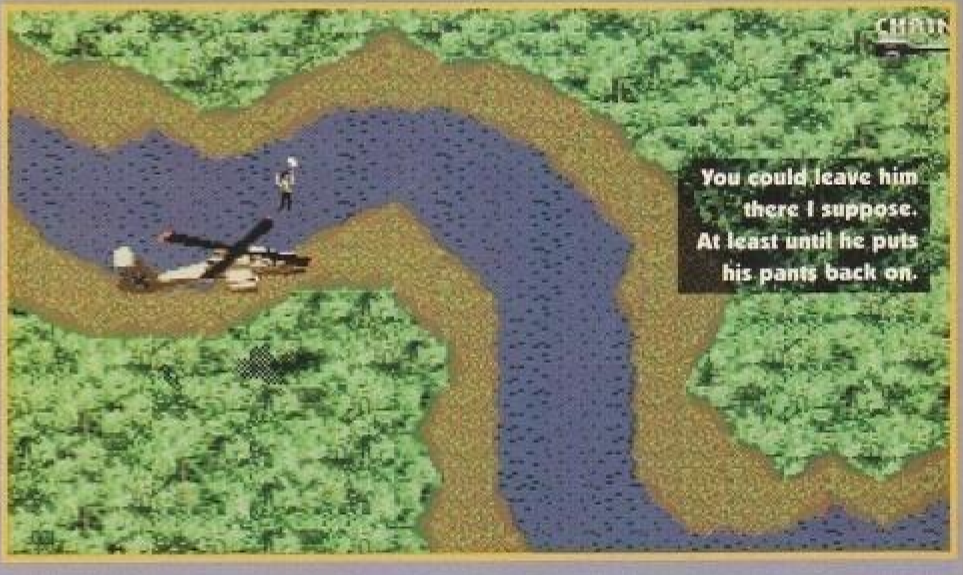
Mission 3: Power Supply
More annoyances on this mission, provided this time by those Gattling Guns. They don't cause that much damage to you, but do take a good few hits before they blow up. Oh yeah, and there's also another chopper around the place, but a couple of Hellfires and some Hydras should make easy work of him. Then you can get on with blowing up the various buildings to complete this mission.

Mission 4: Villa
With the power all out, you can now see where the villa is on the map. There's only an M1 Tank and a few AK-47-equipped soldiers hiding around the building to protect it, but as you blow the up the building and other bits, watch out for bonuses that might reveal themselves. Fly in front of the door to the villa, blast it with your chaingun, get rid of the soldiers and then go after the druglord.

Mission 5: Druglord
Not a stupid man, when you started to blow up his house, the druglord made a run for it. Fly to the east of the villa to the part of the river that forks, and you should see his helicopter appear from nowhere. Keep up with him, firing your guns as you chase him and destroy the chopper. Then just pick him up.

Mission 6: Air Strip
Not much of a problem here. Take out the helicopter first, then attack the cannons, and then blow up the stolen Stealth Fighters. No surprises or hidden stuff here, just lots of destruction. I like this mission. Lots.

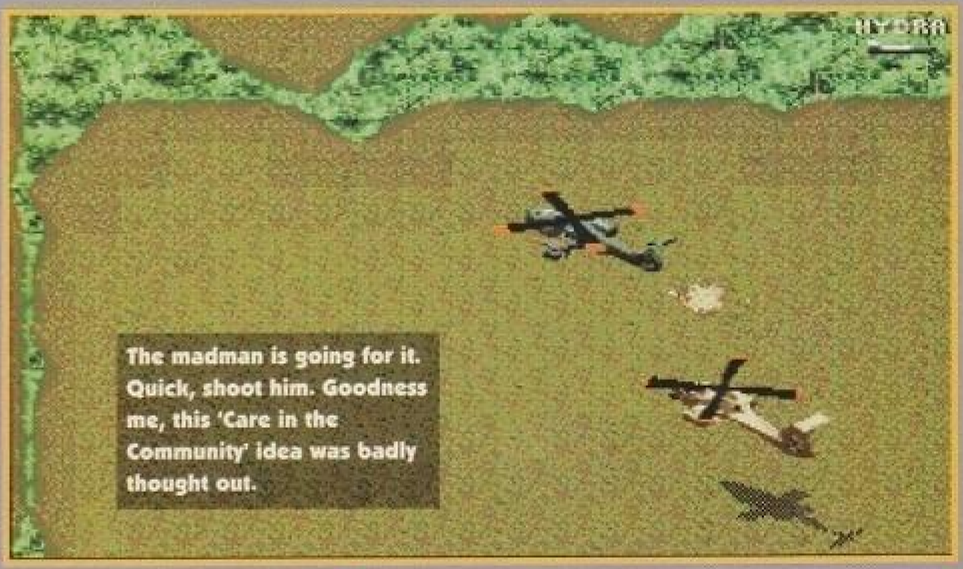
Mission 7: Bunker
Look, it's his secret bunker. Bit big for a secret don't you think? Still, never mind, just take out the two Gattling Guns on the platforms and then use a variety of weapons on the bunker. You don't have to of course, it just makes things a bit more fun. When you've destroyed it, you'll move immediately onto the next mission.



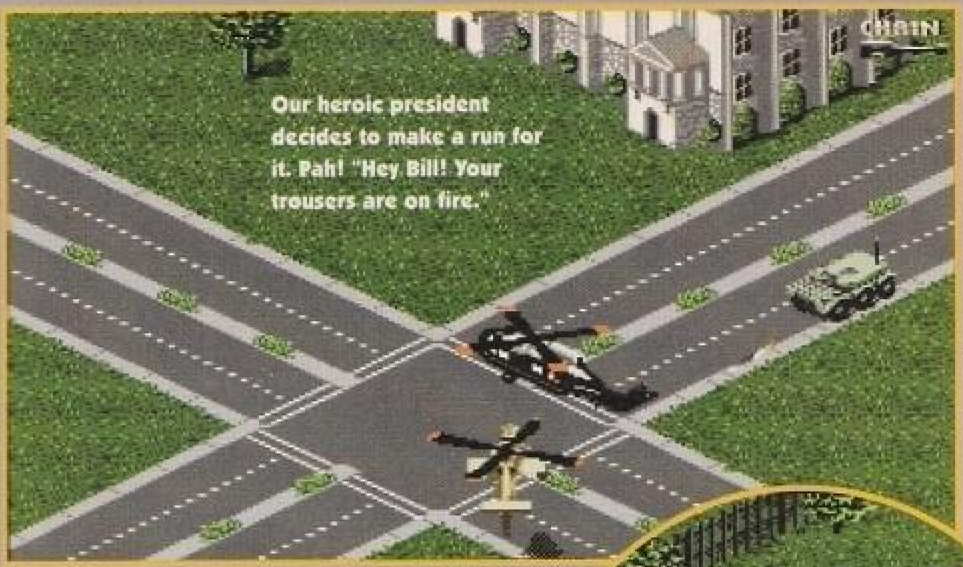
You could leave him there I suppose. At least until he puts his pants back on.

What is this? Disneyland? Don't these peopel have any taste? Destroy it!.

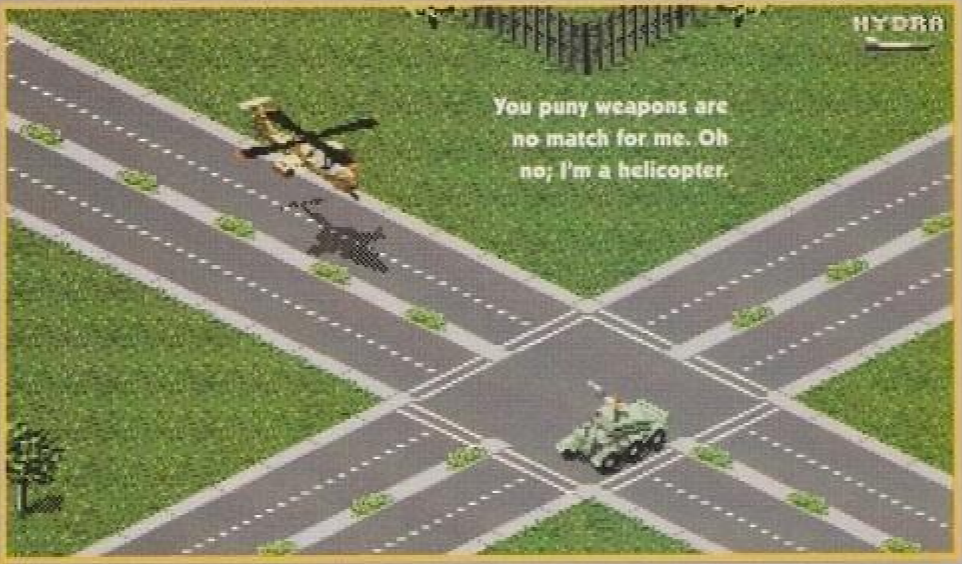
Things are definitely getting a bit desperate.



The madman is going for it. Quick, shoot him. Goodness me, this 'Care in the Community' idea was badly thought out.

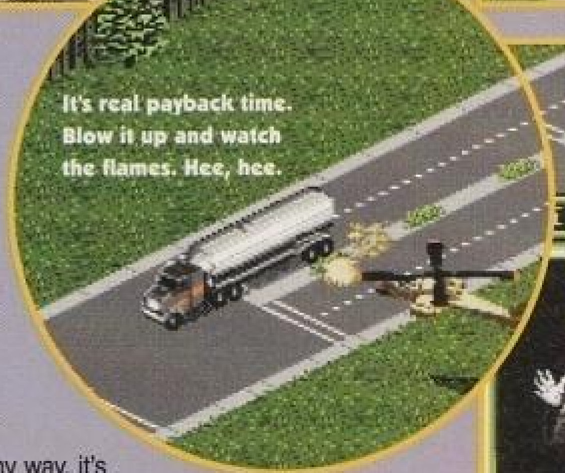


Our heroic president decides to make a run for it. Pah! "Hey Bill! Your trousers are on fire."

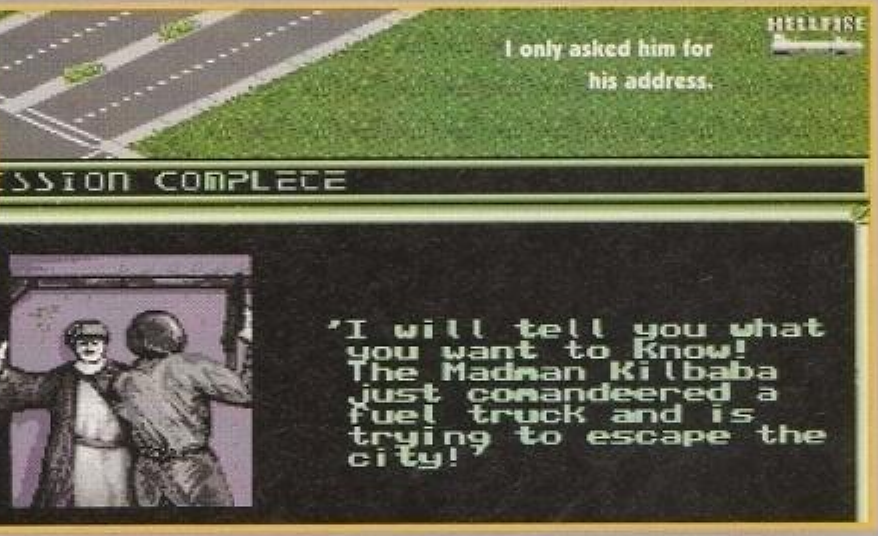


You puny weapons are no match for me. Oh no; I'm a helicopter.

Mission 8: Madman's Helicopter
As if by magic, the madman tries to escape in his helicopter. Just how or where that came from is a mystery, but hey, it's only a game. You'll need almost a full complement of ammo to bring down his helicopter, but once you have you can pick up the madman, and feel very proud of yourself. You've saved the day. And the free world. Well, almost.



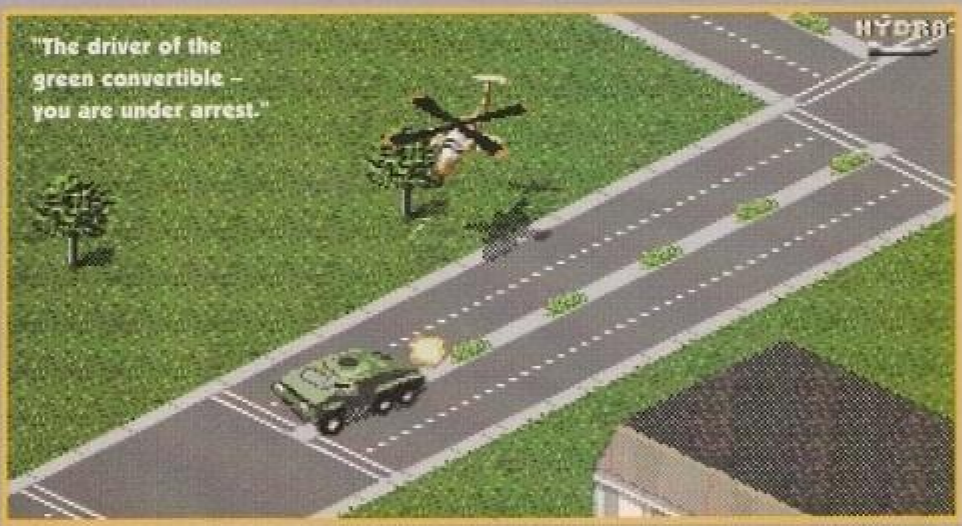
It's real payback time. Blow it up and watch the flames. Hee, hee.



I only asked him for his address.

ISSION COMPLETE

'I will tell you what you want to Know! The Madman Kilbaba just comandeered a fuel truck and is trying to escape the city!'



"The driver of the green convertible – you are under arrest."

CAMPAIGN NO. 9: RETURN HOME PASSWORD N4SJY7S6FB6

Let's be honest about this, having the Druglord and the Madman imprisoned in the city was a bit silly wasn't it? And now they've escaped and there are terrorists running all over the place. Because this isn't a proper campaign, you won't know what to do next until you complete the mission you're on. But hey, it's more exciting that way.

Mission 1: Air Force One
It's time to protect our chicken-like president again. In the first campaign he waits until the fighting is all over, and then on the last campaign, he's getting out early. His helicopter can't take too many hits, so be careful. And quick.

Mission 2: Enemy Weapons
Are you ready for this? Call me picky if you want, but this is one hell of a boring mission. Somewhere in the city are loads of Twinguns. All you've got to do is fly around the map and shoot them. They're not hard to destroy or even annoying in any way, it's just that this level is so boring to play.

Mission 3: Generals
Before you can get after the druglord and the madman, you'll need to know where they are (no really, you will). Find the two armoured command cars and destroy them with lots of Hydras. Then pick up the General and he'll tell you all. Wimp.

Mission 4: Druglord
Right, fly over to the where the Druglord is (use the map) and use all your weapons on the tour bus. Don't worry about hanging around waiting to pick him up. He's history. (Ooh, you ruthless cold-blooded killer, you.)

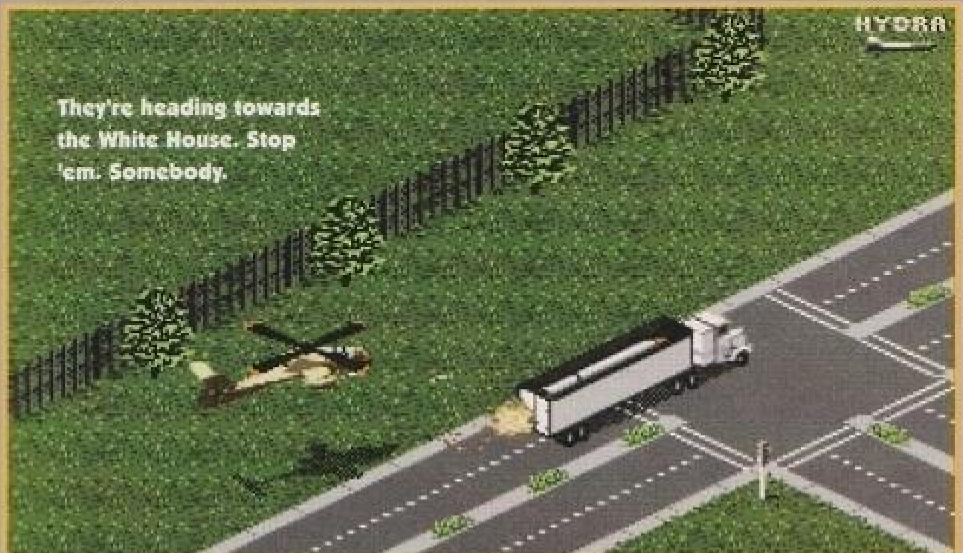
Mission 5: Madman
It's time to the do the same to the madman. You'll probably need some more ammo before you can take out him and the oil tanker he's trying to get away in. So get some.

Mission 6: Nuke Missiles
Time to finish the game and not give a toss about the environment as you need to find the trucks with the nuclear missiles on them and then blow them up. Still, what's a couple of hundred years of nasty pollution as long as they don't destroy the White House, eh? Anybody know the words to 'The Star Spangled Banner?'

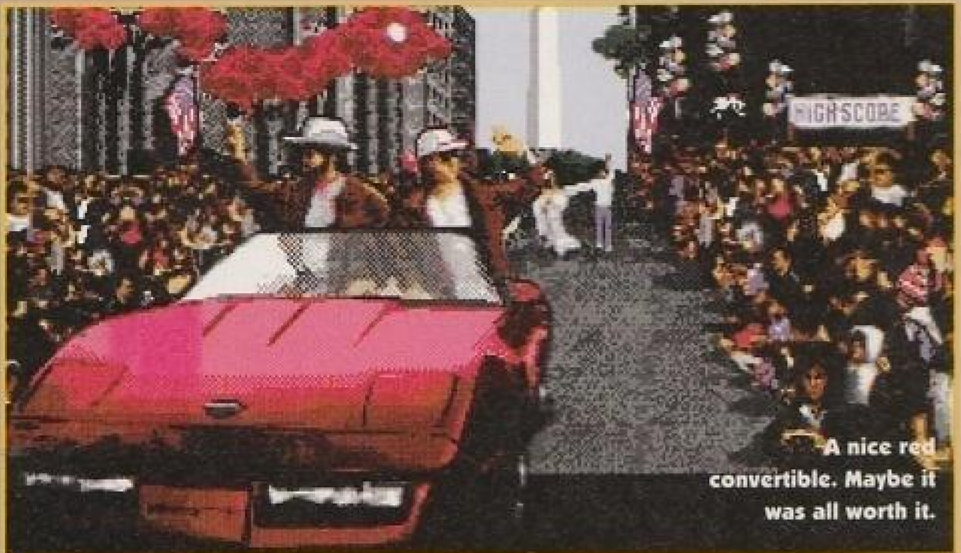
Anyway, realism aside, you can now sit back and enjoy the end sequence.

End Sequence Password: L4SJY7S6FB6

● *PAUL MELLERICK*



They're heading towards the White House. Stop 'em. Somebody.



A nice red convertible. Maybe it was all worth it.

SPOOKED?

Then, that's right, you need...

THE LAST RESORT

with Rich Pelley

Do you wake up in the middle of the night with icy cold bed sheets but drenched in lathered sweat? Can you hear voices? Sorry. Can't help you with that.

My theory is that next to no-one actually reads The Last Resort, and hence I can say more or less anything I like in these introductions without anybody really noticing. I can be sexist. (Phwoar. I really fancy that Nicole from the car adverts.) I can be racist. (All foreigners smell.) I can be controversial. (Well, I thought Stargate was really good. No, honestly.) I can be personal. (Terry Wogan's a twat.) And I can be totally unnecessarily rude. (NOB and POO.) (*And clever. – Ed)* And the beauty is, there's absolutely nothing anyone can do back to embarrass or humiliate me back. *(Except, of course, getting your Mum to forward us one of your baby photos. – Ed)*

LOOSE ENDS

If you could write in and help out any of these readers in distress, that'd be great. Saves me working.

Q "If you take a look at the upgrade panel on the Tiger Trader (second the last) on page 104 of the FRONTIER: ELITE 2 manual, you should notice a strange upgrade which, despite the hours I have put into playing the game, I have never encountered. What the hell is it?"
Gary Blakeny, Bootle

Q "Could anybody tell me what book John Travolta reads on the lavatory in PULP FICTION, as I was sitting behind a woman in a hat, who was in turn sat behind a 7'8" man with a 4'3" diameter afro, who was sitting in front of a circus performer juggling medicine balls? In an otherwise empty cinema." *(It's "Modesty Blaise". – Cam)*
Pimple Tork, Wolverhampton

Q "Like Mark Gibbon (in AP44) I'm stuck in BENEATH A STEEL SKY trying to swing into the room with the orifice. Steve Mann of Virgin explained what to do, but despite following his solution to the last word, for the life of me I still can't get him to jump the cable."
Dimitri Buytoert, Belgium

CASES CLOSED

And – hey! – thanks a lot to everybody who helped out here.

CRUISE FOR A CORPSE

Q In AP45 Padraig Long from Kilenny penned in a bizarre clock-, screwdriver- and barrel-related query.

A "Check the clock – if it shows 4.50 then the screwdriver will be on the barrel in the engine room. If the clock does not show this time then don't bother with the screwdriver – you don't need it yet."
Philip Colvin, Poole

POLICE QUEST

Q Whilst Chris Stapleton of Cheshire was having problems of a rather more personal nature.

A "Go up to the main biker bloke in the bar and ask him to move the bikes. When he prepares to do you in, just use your nightstick (in your police car) and he will run away."
Michael Campbell, London

PREMIER MANAGER 2

Q And that's, of course, not forgetting Kev Shackleton of Stockport who was dying to know the cheat telephone number.

A "Well, Kev, 896610 ought to get you a whole load of goodies. Okey dokey?"
Mark Driver, Newcastle

The next Last Resort is potentially only a matter of weeks away, but the only way it's going to happen is if you send in some questions or answers, labelling your envelope accordingly, to:
The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW
for me to do my usual on. So please do.

CANNON FODDER

Q "Please can you help me to complete mission fourteen phase three."
Sapper Sibley, Surrey

A The world was shocked at the assassination of President Kennedy, scarred for years following Hitler's Germany's invasion of Poland and, in recent years, heartbroken to at least some degree at the suicide of Kurt Cobain and the death of Larry Grayson. And it is of these proportions that the world is likely to feel shocked, scarred and heartbroken again when news breaks out that Cam accidentally forgot to include any mention of mission fourteen, phase three in both his complete solution, and book, of CANNON FODDER.

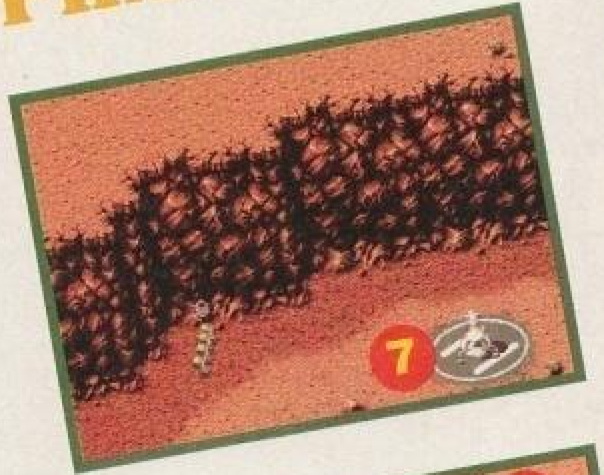
AMIGA POWER makes amends by printing the page as it should have been – for you to cut out and keep.

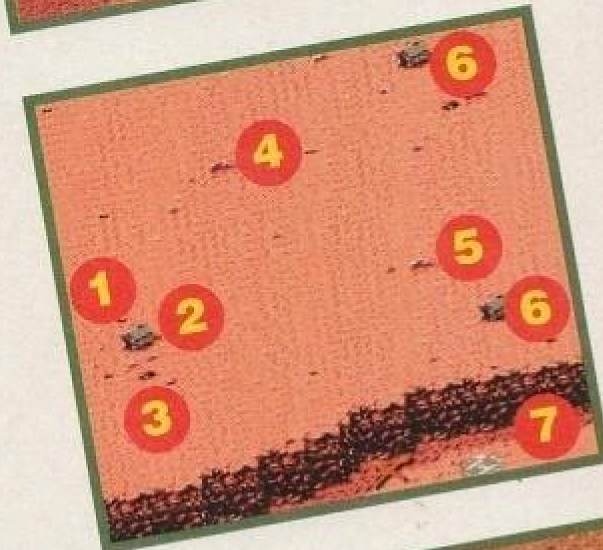
The OFFICIAL CANNON FODDER Playing Guide

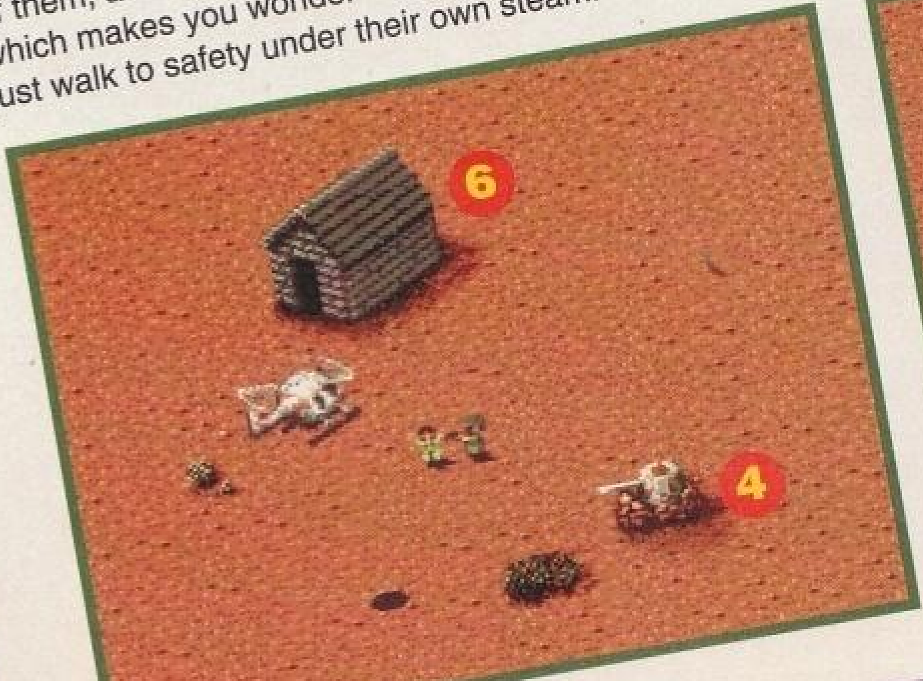
MISSION 14 PHASE 3

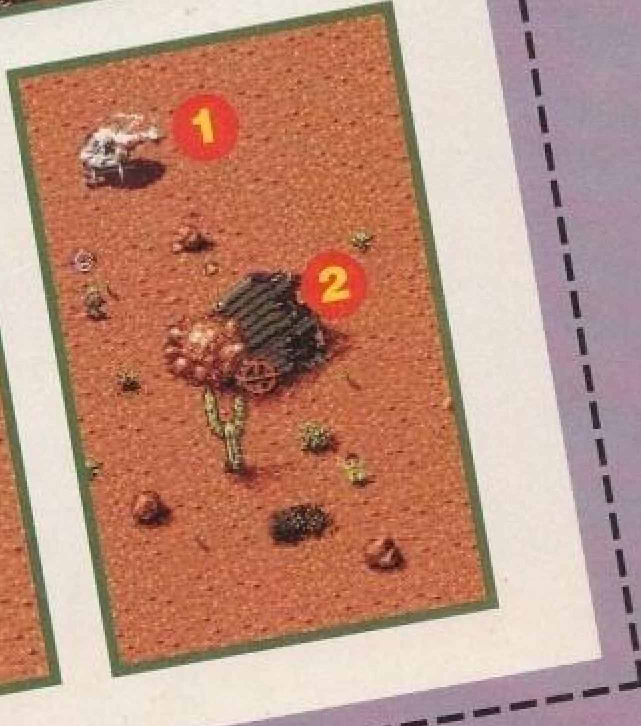
You only need two men to complete this mission (one if you're very good) so give them all the grenades and rockets and shove them into the chopper. The helicopter hasn't got any weapons, so land by (1) where you're out of range of any of the turrets. Grenade the hut (2) and then rocket the turret (3). This leaves two more turrets to take out (4,5), so creep forwards and rocket them as they appear at the edges of the screen. This is complicated by all the troops pouring out of the huts (6) so bomb them as soon as you've destroyed all the turrets.

All that's left to do is get back to the chopper, land near the three hostages (who'll be near the three destroyed huts) and take them back to the Red Cross tent (7). Don't be scared to land directly on top of them, as they're strangely immortal, which makes you wonder why they didn't just walk to safety under their own steam.









AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So any deficiencies in your understanding of Amiga games are effectively weaknesses in your struggle against life's continual onslaught. We therefore recommend you assemble a large collection of AMIGA POWER back issues.

ONLY £4 EACH!

BACK ISSUE OF THE MONTH

AP25 - MAY 1993

No collection of AMIGA POWERs would be complete without the celebrated AP25 – quite literally. It's our silver anniversary issue, and as such features our third All-Time Top 100 on the cover, along with a dinosaur and a girl with enormous bosoms. The coverdisk is particularly significant, as it contains not only a level of *Beavers*, but also a demo of the never-released *Entity* – this is the only way you'll ever get to play it. The reviews are great – things like *Desert Strike* and *Flashback*. And best of all, of course, there's Tim Tucker's legendary "Cor that was lucky, that plane just missed us" caption. AP25 – you'll hate it so much you'll want to die.

THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

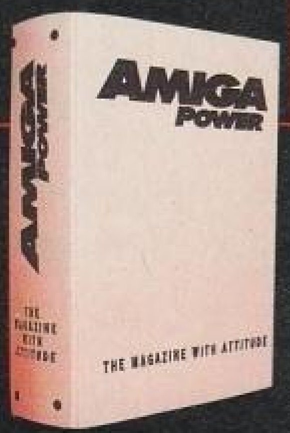
1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30

ALSO LOOK OUT FOR...

AP26 – *International Rugby Challenge* – reviewed! And a nice cover.
AP28 – A cyberpunk special, with a review of *Syndicate* and more.
AP42 – 3-disk *Super Stardust* issue. A corker.
AP46 – Cows on wheels on the front.
AP37 – Our latest All-Time Top 100, and some fantastic Best PD Games Ever coverdisks. And a *Banshee* demo.

SPECIAL OFFER!

Buy three AMIGA POWER back issues and get a free AP binder worth £5!



AND THE REST: APs 3, 4, 5, 6, 7, 8, 10, 12, 13, 14, 15, 16, 17, 19, 20, 22, 23, 24, 27, 29, 30, 31, 32, 33, 34, 35, 36, 39, 40, 41, 43, 44 and 45 are still available.

FEED ME INFORMATION

Please send me the following AMIGA POWER back issues at £4 each (inc p&p) and my free binder if I'm ordering 3 or more:

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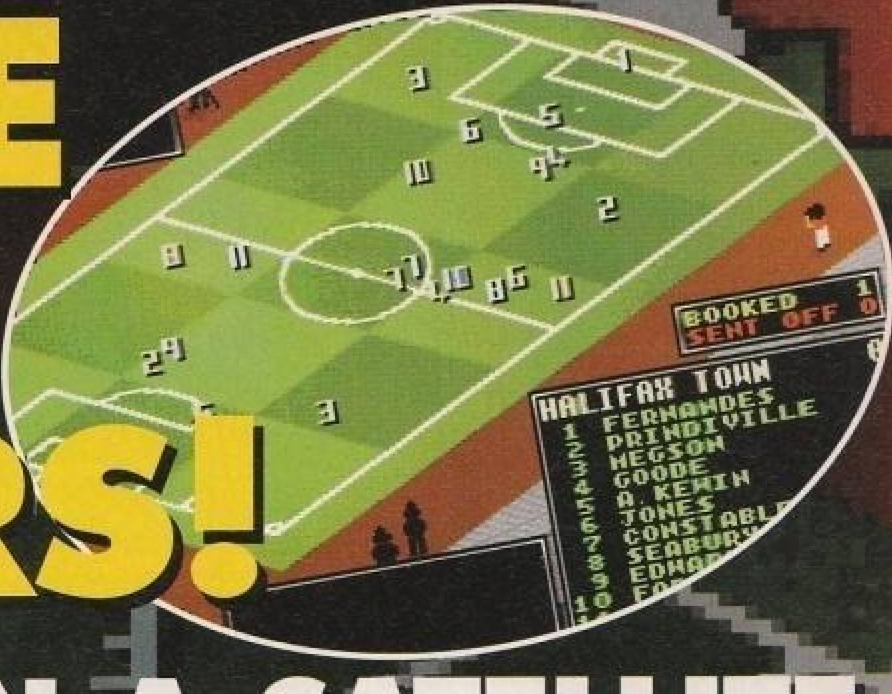


AND WIN A SATELLITE DISH AND SOME COPIES OF *PREMIER MANAGER 3*!

The expression on Steve's face while he was playing *Premier Manager 3* said it all. But we are loath, as you know, to print photos of ourselves in AP, so you had to make do with his two-page review in AP44, at the end of which he awarded the game 83%. "It will eat your life if you give it the chance," he warned. So pleased were Gremlin that they've organised a competition, the winner of which will be presented with a satellite dish, including installation and a month's subscription to the Sports Channel. So you can watch football, presumably. Meanwhile, five scarcely-less-fortunate runners up will each receive a copy of *Premier Manager 3*.

YOUR TASK

What we want you to do is imagine, for a moment, that you are a theatrical agent representing several of history's prominent heads of government – ie, quite literally a 'premier' 'manager'. (No, come on, bear with us. A satellite dish, remember?) And it's the pantomime season. You therefore have a welcome opportunity to supplement your charges' flagging income (while creaming off your usual percentage, of course). But which leader would be most suitable for which rôle? Use your skill and judgement, along with your knowledge of each character's governmental style and human rights record, to assign one premier (or pair of premiers) to each of the available pantomimes. Write your choices on the back of a postcard (for example, if you think Cleopatra would ideally play the Pantomime Horse in Babes In The Wood, write 1a) and send it to: The Leader Is Fairest But All Are Divine Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW to arrive by 31st March, 1995. The reader whose choices most closely match those of our carefully-selected panel of judges will win the satellite dish, with the runners-up prizes going to the five next-closest. (And say if you want the A500 or A1200 version, natch.)

THE PREMIERS

1) Cleopatra
2) General Franco
3) Lenin and Trotsky
4) Margaret Thatcher
5) Charles II

THE PANTOMIMES

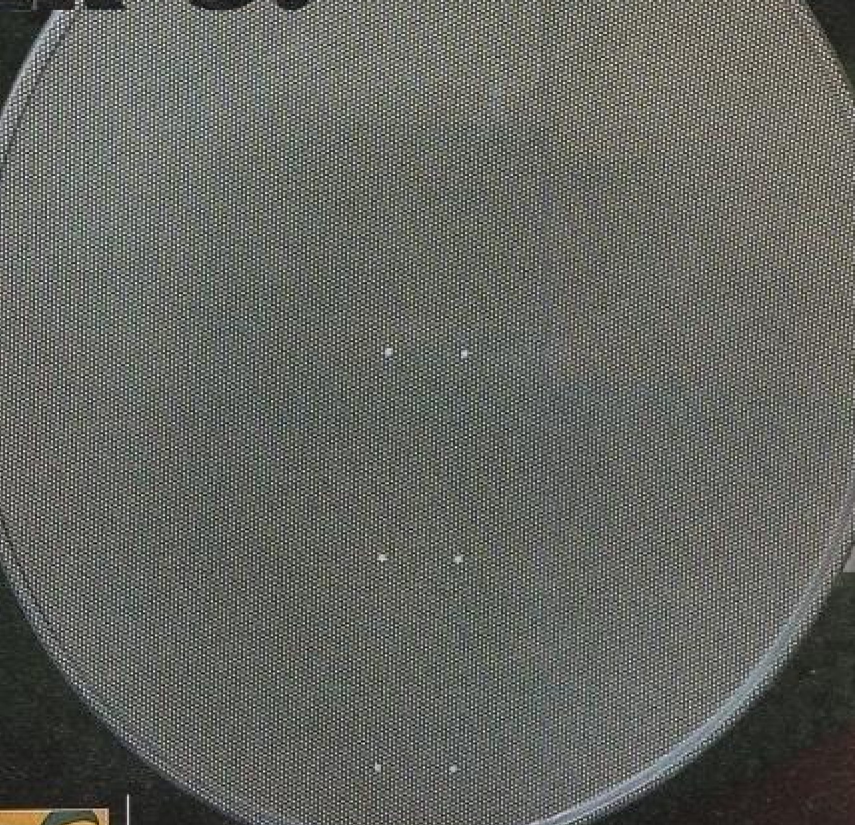
a) **BABES IN THE WOOD**
The Pavillion, Bournemouth
Starring Isla St Clair and Dana as the Babes, Wolf from Gladiators as Old Joe, John Inman as Widow Twanky and ????? as the Comedy Pantomime Horse.

b) **CINDERELLA**
The Dome, Brighton
Starring 'Dot' from Eastenders as Prince Charming, Ian Botham as the Fairy Godmother, George, Zippy and Bungle as the Ugly Sisters, John Inman as Widow Twanky and ????? as Cinderella.

c) **PUSS IN BOOTS**
Caesar's Palace, Bognor
Starring John Noakes as the Puss, Lesley Judd and Peter Purvis as the Boots, John Inman as Widow Twanky and ????? as the Queen.

d) **MOTHER GOOSE**
The Corn Exchange, Chepstow
Starring The Krankies as Mother and Father, 'Chegsy' from Canoe Squad as the Mysterious Lamp Salesman, John Inman as Widow Twanky and ????? as Mother Goose.

e) **JACK AND THE BEANSTALK**
Skegness Festival Theatre
Starring Derrick Griffiths as Jack, 'Mike' from Neighbours as Mother, Bernie Clifton as The Bloke Who Swapped Him The Beans For The Cow, John Inman as Widow Twanky and ????? as the Ogre.



Gremlin
INTERACTIVE

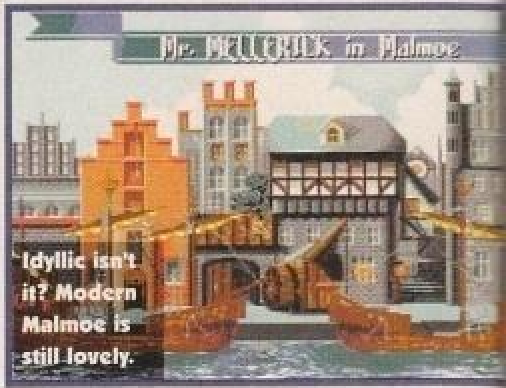
PREMIER MANAGER 3

THE RULES

1. Employees of Future Publishing and Gremlin will be kicked in if they try to enter.
2. The closing date is 31st March 1995. Entries received after this date will be eaten.
3. Questioning the editor's decision is futile. And will annoy him.

BUDGETS

There's no such thing as a dead Amiga game, they just get re-released in some sort of eternal cosmic cycle from full price to budget to compilation to £3 in a garage. And we review them. For you.



Idyllic isn't it? Modern Malmoe is still lovely.

THE PATRICIAN

Runs on: A500, A600, A1200
Publisher: Ascon
Price: £17
Release: Out now

Ah, peace and quiet. Don't you just love it? There's no one in the office apart from me, I've got my favourite tunes coming out of the office CD player *(These two facts are not unrelated. – Ed)*, and it has too be said I'm feeling pretty good. Just the right mood, I think, in which to play *The Patrician*.

The Patrician is a strategy game that's come out previously at full price (AP29 54%). Yep, it's no more complex to describe than that, but boy is it complicated to get to grips with. Well, not exactly to get to grips with, just to perfect and start making things happen. Here, let me explain…

The whole idea of the game is to trade goods, make money, influence people, attain power and make your life a success. And just like real life, it starts off simply enough (moving backwards and forwards from ports selling goods for more money than you paid for them) but then gets incredibly detailed and complex as you ply your trade, bribe officials and engage in all manner of other activities. There's no one singular route to finishing the game, and because there are so many different events and random happenings going on, no two games are ever the same. Sure, it's tactical, head-scratching stuff, but thanks to the fast mouse/menu system and some really nice graphics, you don't get too bogged down by all the facts and figures.

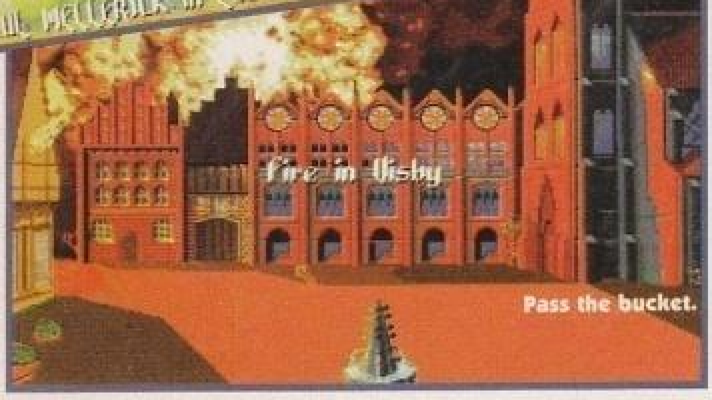
It did take a while to rub off on me, but once I'd built up a money-spinning route (selling wine and wood), I quickly made money, and then starting buying some more ships to make even more money. In fact I think I'll throw a celebration in the town square for everyone. Excuse me will you, I'm off for another go. *(I still think it's boring. – Ed)*

● **PAUL MELLERICK**

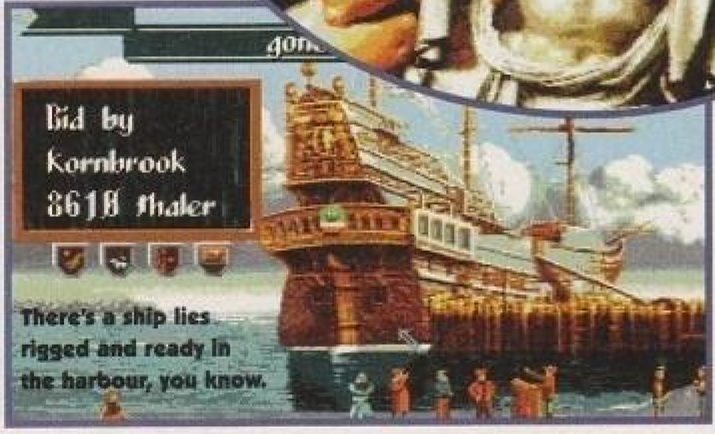
Stockholm
PAUL MELLERICK in Luebeck

A map.

Blimey.



Pass the bucket.


Bid by
Kornbrook
8618 thaler

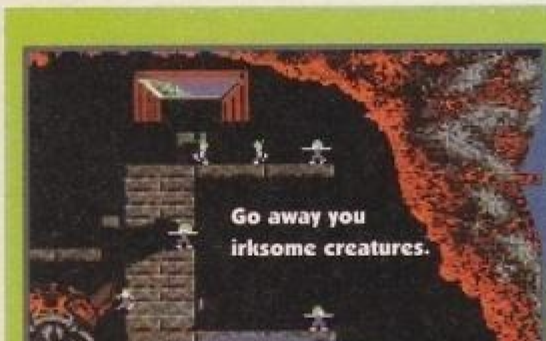
There's a ship lies rigged and ready in the harbour, you know.

THE BOTTOM LINE

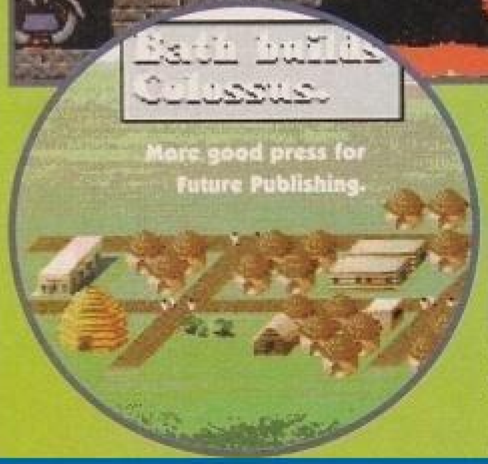
The depth is there, the detail is there, and if you persevere long enough you will find the gameplay as well. Although I can't see that too many people will be interested in 14th Century international trading, can you?

73 PERCENT

AWARD WINNERS



Go away you irksome creatures.



More good press for Future Publishing.

Runs on: A500, A600, A1200
Publisher: Empire
Price: £35
Release: Out now

Right, simple enough this one. Three games. *Civilisation, Lemmings* and *Frontier*. A curious mixture. The games don't have much in common, except that they've all had a high profile in the past.

First there's the fabulous god-sim *Civilisation* (AP16 80%). Its dull, flat graphics aren't a terribly interesting environment in which to nurture mighty civilisations, and it's terribly slow-moving, but underneath lurks a big, deep strategy game that I've got a real fondness for.

Then, in the best let's-invent-a-whole-new-genre tradition we've got the original *Lemmings*. *Lemmings* is getting on a bit now, having originally been released in the murky pre-AP years, and its fiddly control system now taxes the patience more than it used to. But it's a true classic that has collectively given centuries of pleasure to many thousands of people.

Finally, *Frontier* (AP32 65%, or 75% on a 1200). *Frontier*, the sequel to *Elite*, is a game of spectacular vision – a whole galaxy to explore, with millions of planets to fly between. But it's dreadfully dull, with far too much tedious flying about looking for something interesting to do, and little sense of the supposed enormity of your surroundings. And the graphics are sluggish on an Amiga 500. Many disagree, and think it's great. But, like all who contradict AMIGA POWER, they are wrong.

A fairly decent package, then, particularly if you've got the stomach for *Frontier*.

● **PAUL MELLERICK**

THE BOTTOM LINE

Lemmings, Frontier and Civilisation in one box for £35, basically

81 PERCENT

EUROPEAN CHAMPIONS

Runs on: A500, A600, A1200
Publisher: Hit Squad
Price: £17
Release: Out now

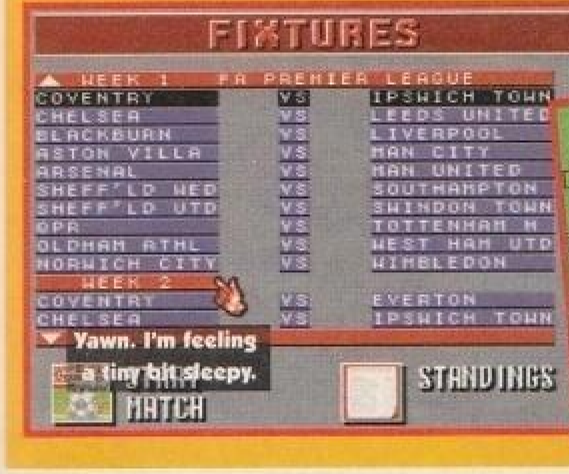
I could go on for a good couple of pages discussing the relative virtues of football games – ones that get it right, ones that get it wrong and the ones that just sit in the middle, being sort of enjoyable but not really. But I won't. Let's just say that *European Champions* isn't destined to become a classic.

From the horrible presentation to the game itself, there's just nothing sparkling, attractive or even remotely interesting about the game. There are plenty of teams, a couple of leagues to set up and even a (disgusting) tactics editor to use, but it's all been done elsewhere. Better.

There are two modes you can play the game in: an overhead view showing too little on-screen and with badly animated players; or the more friendly side-on view which improves things a bit and allows you put together passes and things, but doesn't really improve on the graphics. But it's the awkwardness of the thing – the passing and shooting especially – that causes all the problems.

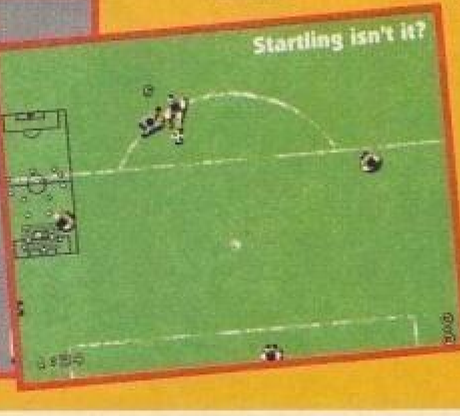
Getting possession is easy enough but once you've got the ball, you can't pass quickly enough for it to work. The trouble is, once you've got the ball you've then got to decide what to do with it. This means running with it until an arrow appears, and then deciding where the ball is going to go and with how much power. Read the manual and it sounds simple enough in theory, but try to put it into practice and it all goes horribly wrong. This basic flaw drags an average, if graphically poor, game down into the realms of the mediocre. And maybe even lower.

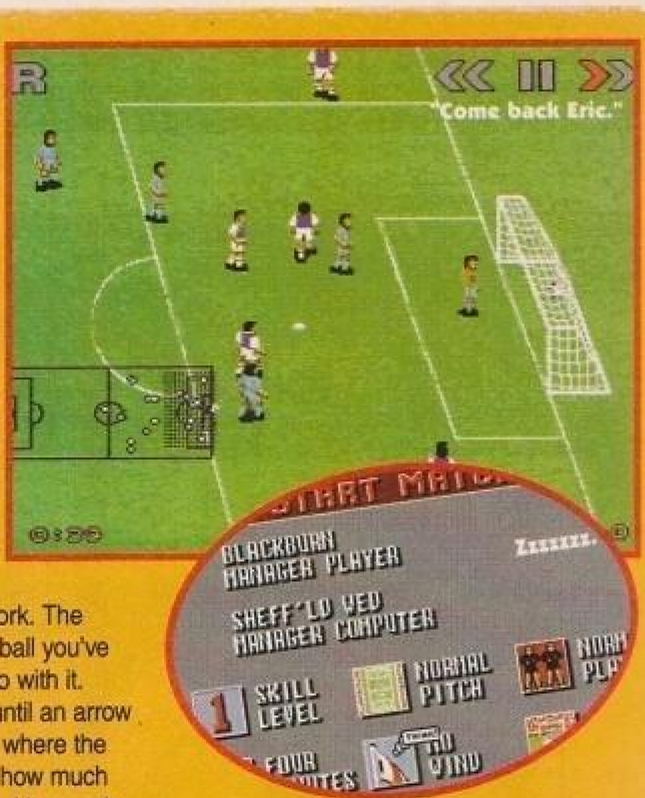
● *PAUL MELLERICK*


FIXTURES

WEEK 1		FA PREMIER LEAGUE
COVENTRY	VS	IPSWICH TOWN
CHELSEA	VS	LEEDS UNITED
BLACKBURN	VS	LIVERPOOL
ASTON VILLA	VS	MAN CITY
ARSENAL	VS	MAN UNITED
SHEFF'LD WED	VS	SOUTHAMPTON
SHEFF'LD UTD	VS	SWINDON TOWN
QPR	VS	TOTTENHAM H
OLDHAM ATHL	VS	WEST HAM UTD
NORWICH CITY	VS	WIMBLEDON
WEEK 2		
COVENTRY	VS	EVERTON
CHELSEA	VS	IPSWICH TOWN

Yawn. I'm feeling a tiny bit sleepy.


Startling isn't it?


"Come back Eric."

BLACKBURN
MANAGER PLAYER

SHEFF'LD WED
MANAGER COMPUTER

Zzzzzzz.

THE BOTTOM LINE

Football it may be. But it looks bad, doesn't have anything new to offer and gets even the most basic things horribly wrong.

39 PERCENT

ROKETZ

Runs on: A1200
Publisher: Exclusive PD,
7 Beresford Close,
Waterlooville, Hants,
PO7 5UN
Price: £10
Release: Out now

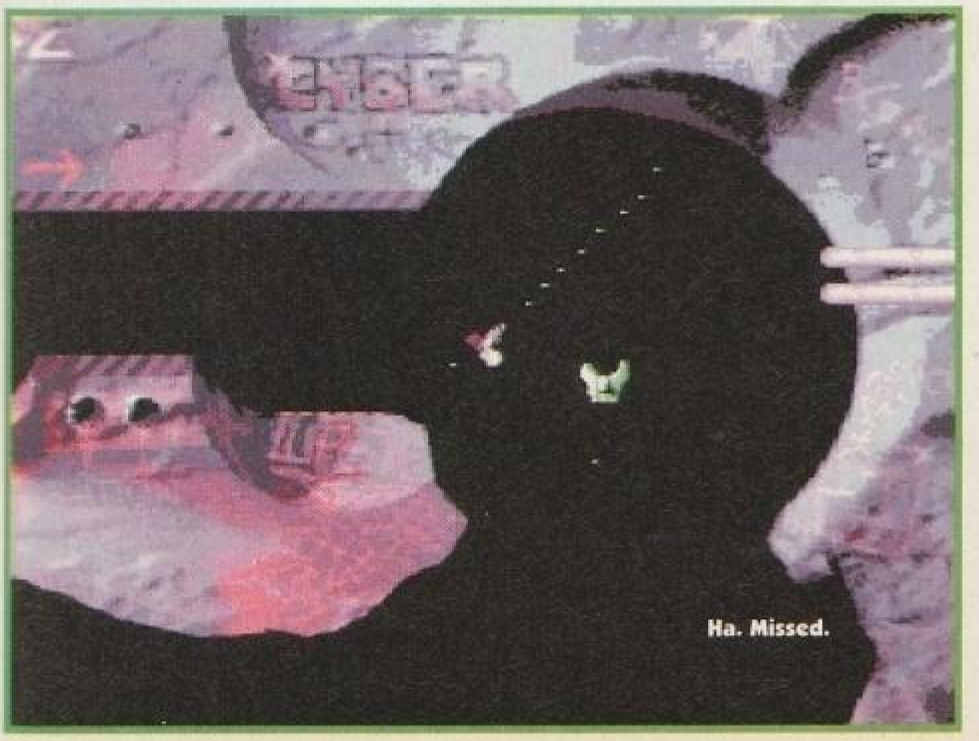
Releasing a new game? Why not get a great new idea that you want to share with the world, and make heaps of cash into the bargain? Or maybe revamp an old game and make it look smashing and spangly new – as with *Stardust*, for example. You could always write a blatantly crap platform game or some cobbled together film licence, but why bother? Why not just shoot yourself? Or maybe you could take an existing idea and improve on it. After all, if you're going to base the game on one that you already know is great, then it shouldn't be so hard to improve it, should it? Well, should it?

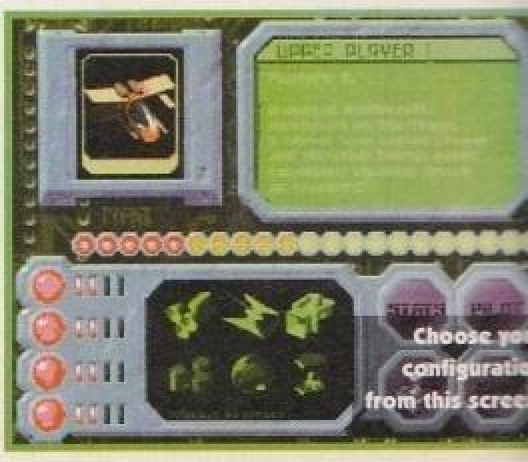
Here lies the tragedy, for time after time we see games that are obvious copies of other, existing games, but simply not as good as the original. Like *Roketz* and *Gravity Force 2,* one of which is an infinitely playable two-player battle game featuring inertia-packed spaceships flying round high gravity caves, whereas the other's a bit of an unplayable feeble shadow of the former.

Good points in *Roketz:* There are different spaceships to choose from which handle differently. Some of the weapons are cool too, as along with homing missiles, you've got some firework-inspired ones that fizz off in different directions. When you're fatally damaged, you plunge out of control, which can be quite funny if you hit your opponent on the way down and take him out too. Like the magnets in *GF2,* there are airducts which either blow you off course or keep you suspended in the airflow. Unlike *GF2,* there's also a one-player mode where you fight and race the computer. And, of course, there are gorgeous rendered graphics throughout, and some palatable, atmospheric music .

Bad points in *Roketz:* There are only eight levels compared with *GF2*'s 60-plus, and even with maximum shields, the ships are so fragile that dogfights last for only a few seconds. The computer player's a bit thick and often crashes into walls if you just land and wait for it. The levels are all quite small and the scenery doesn't get damaged like it does in *GF2.* Most of all though, it simply isn't as much fun to play as *GF2,* and seeing as it's a tenner whereas *GF2*'s on PD *(Or the coverdisk of AP39 – Ed),* that's why I'm comparing the two. *Roketz* loses out to *GF2* on pretty much every point. Long live *Gravity Force 2.*

● *CAM WINSTANLEY*


Ha. Missed.



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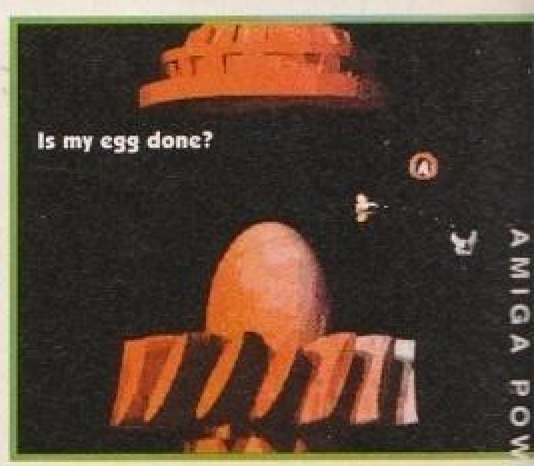

Is my egg done?

THE BOTTOM LINE

The graphics in *Roketz* will probably impress your friends, and it's good fun for a short time, but it's no match for the mightiest two player game in the history of mankind. Order a back issue of AP39 to get *GF2,* and you'll have a better game, plus six quid still in your pocket. And a particularly tremendous issue of AP, of course.

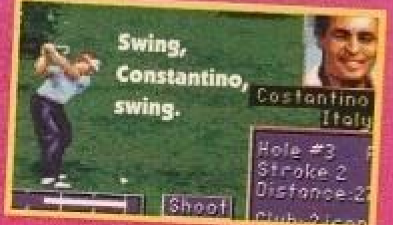
61 PERCENT

HI-HO SILVER LINING

Paul Mellerick is a man trapped. Into reviewing games re-released onto CD. For a living. Hey! Life could be worse.

PGA EUROPEAN TOUR

Ocean/£28
AP43 84%



Swing, Constantino, swing.

There are no differences between this and the AGA version we reviewed back in issue 43, right down to the price. So basically, it's the best golf game on the CD32 (although you might want to keep an eye open for *Nick Faldo* – see True Stories this issue), with attractive, rapidly-updating graphics, an intuitive control system and plenty of golfing atmosphere, along with the curious appeal that golf computer games have even to those who normally despise golf. A truly fine game.

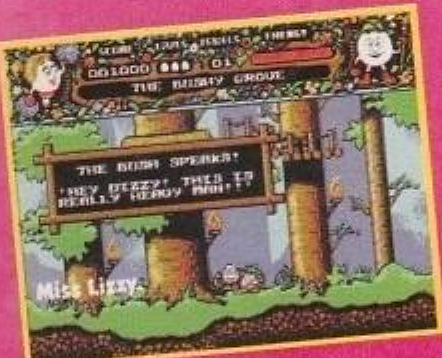
THE BOTTOM LINE

CD32 A tremendously good golf game, and well worth seeking out even if golf normally does nothing for you.

84 PERCENT

THE BIG 6: DIZZY COMPILATION

Codemasters/£30



Miss Lizzy.

Six isn't exactly a big number, is it? And these six Dizzy games, the full run-down being (deep breath) *Dizzy: Prince of the Yolk Folk, Crystal Kingdom Dizzy, Magicland Dizzy, Spellbound Dizzy, Treasure Island Dizzy* and *Fantastic Dizzy*, aren't the biggest games of all time. But I think putting six games on one disk is a BIG achievement *(Bang…thud. – Ed)*, so we'll let them get away with it. Just this once.

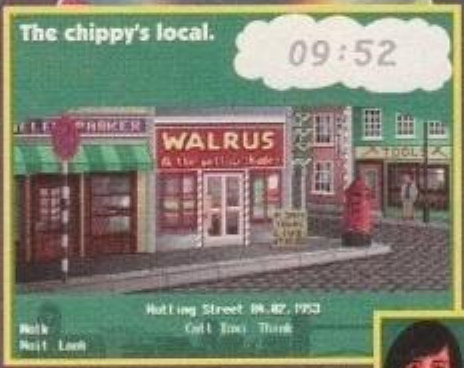
Anyway, for those of you that don't know anything about Dizzy, a brief explanation. Each Dizzy adventure is a multi-screen, collect-and-use, puzzley adventure type thing. You wander around the place and collect objects, and, using a gentle sort of lateral thinking (eg, if there's a fire blocking your way, throw a bucket of water on it to put it out) *(That's pretty gentle. – Ed)* you must complete your quest. Fame, fortune and the love of a good egg, Daisy, is your prize.

Dizzy is a refreshing little character and the puzzles, although not very complex, can sometimes be frustratingly hard until you discover what you're doing wrong. There's even a new CD soundtrack to accompany the action. Six versions of the same game on one disk will get repetitive, though, so rather than play all six games the minute you get them hom, this'll be the sort of compilation you'll dip into over a period of several weeks. And at a tenner its purchasability is secured.

THE BOTTOM LINE

CD32 Six good games for ten quid. Great value. The games themselves aren't too bad either so our hats are off to Codemasters for this.

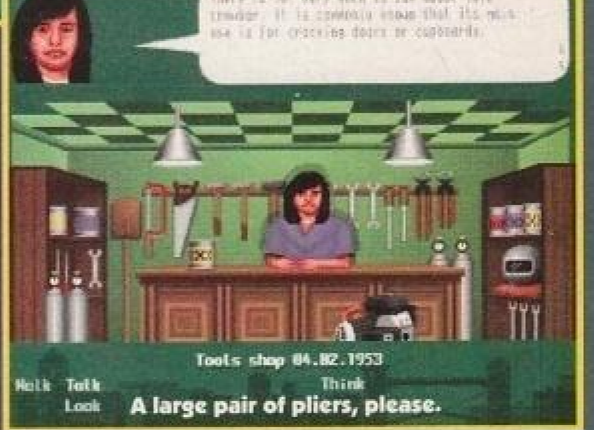
90 PERCENT



The chippy's local.

THE CLUE

Neo/£26
AP43 60%



A large pair of pliers, please.

So how do you turn a mouse-based point-and-click game into a joypad-based one? Well, actually you just take out all the mouse movements and replace them with the pad movements, which seems to work okay in the case of *The Clue*. Oh, and because the game's now on CD you can't save your progress as you go. You can have up to four games stored, but as soon as you turn off the CD32 you lose them. Bizarrely. Still, every time you complete a burglary you get a password which will allow you to continue from where you left off.

The CD version gives us the usual continuous music and the occasional bit of speech, although this seems to occur at random, with most dialogue simply being printed on the screen. The rest of the game remains the same, however – wander around a bit, talk to people, suss out the action and then commit a crime. And as Jonathan said in his review (issue 43), it's nice to see something original, and the burglary-planning sections work surprisingly well, but the pseudo-point-and-click-adventure sections in between are tiresome to plough through.

Policestation 04.02.1953

Tippy tippy type type.

THE BOTTOM LINE

CD32 Another of those 'updated' CD games with some music and some speech, but it plays the same way as the normal versions.

60 PERCENT

GAMES

MEGABALL AGA Y
Arkanoid clone
ROCKETZ AGA Y
Excellent shoot em up
ZOMBIE APOCALYPSE +Y
Blast the zombies
SUPER OBLITERATION +Y
Great pong clone
18TH HOLE GOLF (2) +Y
Great golf game
ROAD TO HELL (2) (1.5 Meg) +Y
Good top - view racer
STARBASE 13 (2) +Y
Brill graphics adventure
RELICS OF DELDRONYNE (2 Meg) +Y
Brill point and click adventure
KUNG FU CHARLIES +Y
Platform/beat em up
FIGHTING WARRIORS +Y
SFII clone
HIGH OCTANE +Y
Fast racing game
KLONDIKE AGA (3) Y
Card game
DOWNHILL CHALLENGE +Y
Good ski sim
AMOS CRICKET +Y
Cricket sim
TOP SECRET +
Great platform game
SOCCER CARDS +Y
Footy game
DR MARIO +
Tetris clone
GIDDY +Y
Great game
BLACK DAWN +Y
Brill D&D game
DITHELL IN SPACE +Y
Good platformer
TASK FORCE +Y
Strategy combat game
DELUXE GALAGA +Y
Brilliant shoot em up
DELUXE PACMAN +Y
OSWALD +Y
Good jumping game
LETTRIX +Y
Good puzzler
CASHFRUIT +Y
Fruit machine sim
CLASH OF EMPIRES (2) +
Good strategy game
DONKEY KONG +
Classic arcade game
CPU CHALLENGE +Y
Puzzle game

UTILITIES

EPOCH +Y
Address & telephone manager etc
RDS +Y
Create your own stereograms
DEGRADERS +Y
Various degraders
TEXT ENGINE 4.1 +Y
Best word processor/spell checker
D-COPY 3.1 +Y
Excellent copier
LITTLE OFFICE +Y
Wp, s/s, Dbase all together
ICON MANIA +Y
Design your own icons
FIX DISK +Y
Repair damaged disks
PARNET (2) +Y
Network 2 Amigas
VIEWTEK +Y
Graphics converter & viewer
600 BUSINESS LETTERS +Y
Lots of letter templates
INSCRIPT +Y
Video titler
MAGNUM +Y
Disk mag creator
PC TASK V2 +Y
PC emulator
OCTAMED +Y
Music tracker
ENGINEERS KIT +Y
Diagnostics tools
ACTION REPLAY V1.5 +
Software version of cartridge
ACTION REPLAY V4 (AGA) Y
1200 version of the above
EASYBENCH (2) (WB 2.0)
WB 2 replacement
FAST INTROMAKER +Y

NOBLE HOUSE

48 EDNAM DRIVE,
GLENROTHES, FIFE KY6 1NB

DISKMASTER 3 +Y
Dopus clone
X-PASSWORD +Y
Password protection for disks
BBASE 3 +Y
Database program
VIDEOTRACKER (AGA) Y
Create your own demos/videos sfx
N.COMM 3 +Y
Comms software
SUPERDARK +Y
Screen blanker
V-MORPH +Y
Good morphing prog

DEMOS

BIG TIME SENSUALITY (2) Y
CHAOS ROCK +Y
ANGELS EVOLUTION +Y
EXPOSE (2) +Y
ANDROMEDA +Y
LETHAL EXIT +Y
9 FINGERS +Y
HOIS AGA Y
RETINA AGA Y
MINDWARP AGA Y
HOWLING +Y
WIZCAT +Y
MAGIC 12 +Y
COMA +Y
DARKNESS +Y
CYBERDANCE +Y
BALANCE +Y
ALCATRAZ +Y
LASERSHOW +Y
LIMBO + Y
EQUATION +Y
EQUINOX +Y
EYES +Y
HOSPITAL +Y

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TC DINOSAURS +Y
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BACK TO SCHOOL 2 +Y
More of the above
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World facts
JAPANESE +Y
Learn Japanese
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3D design
CROSSWORD CREATOR +Y
FOOTY +Y
Pools checker
COMMUNICATE +Y
8 Languages
TOME OF MYTHS (2) +Y
Excellent hyperbook
LANGUAGE TUTOR +Y
4 Languages
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WORLD WAR 2 +Y
Hyperbook
WORLD GEOGRAPHY +Y
Maps & text
GCSE MATHS +Y
KIDS GAMES +Y
TYPING TUTOR +Y
MR MEN +
Learn to read

RACE RATER +Y
Pick the winners
MING SHU +Y
Chinese astrology
A-GENE +Y
Trace your family tree

SLIDES

AKIRA +Y
AKIRA 2 +Y
BABYLON 5 +Y
BLONDE BEAUTIES +Y
BO DEREK +Y
BODYSHOP 4 AGA (2) Y
BODYSHOP 5 AGA (2) Y
BODYSHOP 6 AGA (2) Y
CELEBRITY SPECIALS (5) +Y
CHER +Y
CINDY CRAWFORD (2) +Y
ERIKA AGA Y
FENNTASTIC 1 +Y
FENNTASTIC 3 +Y
FENNTASTIC 6 +Y
FIT CHIX AGA (2) Y
FIT CHIX 2 AGA (2) Y
FIT CHIX 3 AGA (2) Y
GIRLS OF SPORT +Y
GIRLS ON FILM +Y
INSIDE SPORTS (2) +Y
KATHY LLOYD +Y
KYLIE (2) +Y
MADONNA (3) +Y
MANGA +Y
MARIA WHITTAKER +Y
RED DWARF +Y
SABRINA +Y
SHARON STONE +Y
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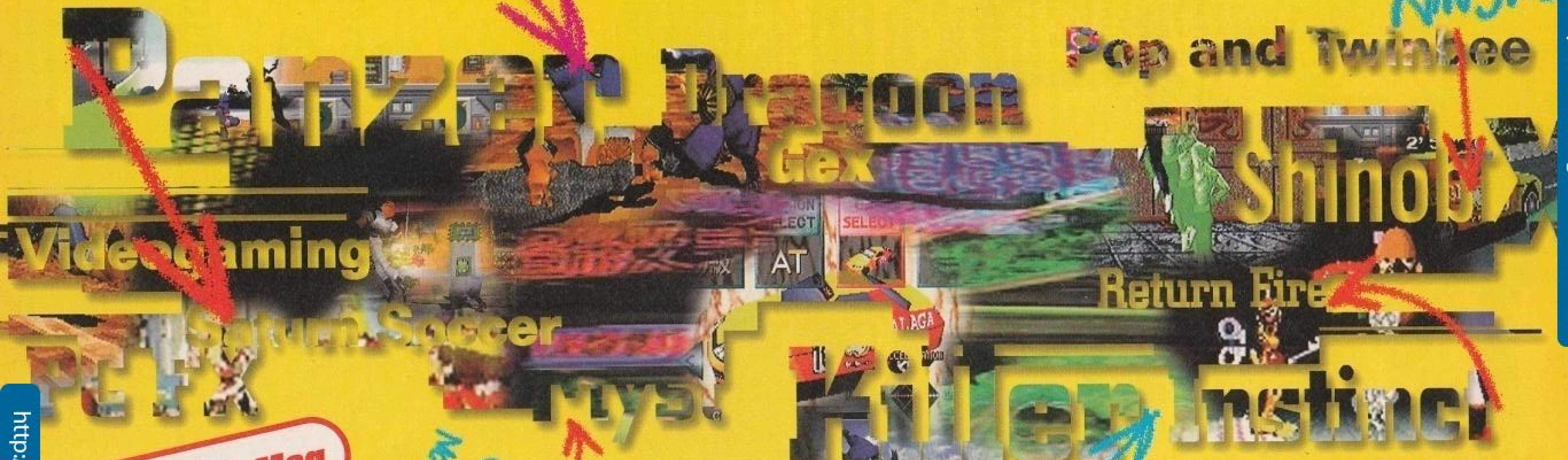
2nd March Thursday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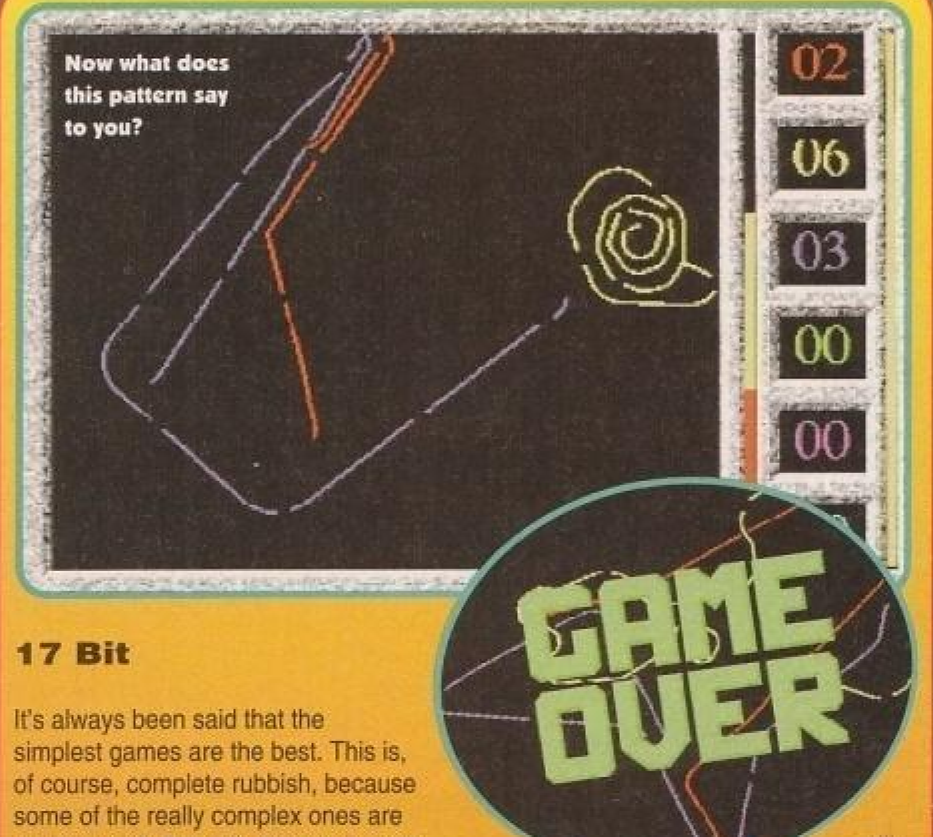
PD

Wherein Master Paul Mellerick takes it upon himself to search the Public Domain and runs into a few interesting surprises, casts a critical and discerning eye over them on your behalf, and reports his findings in a style filled with wonder and whimsy.

VIPER


Now what does this pattern say to you?

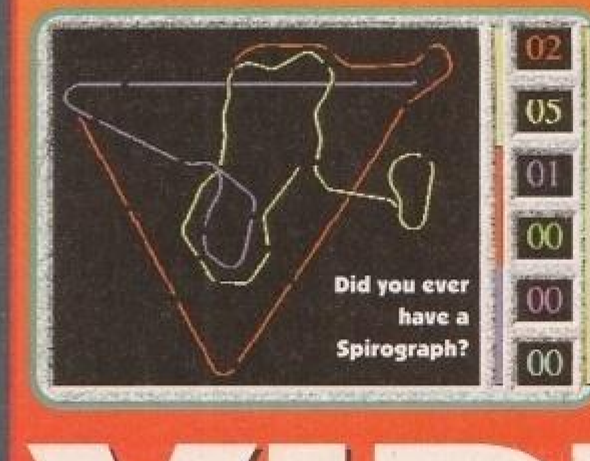
17 Bit

It's always been said that the simplest games are the best. This is, of course, complete rubbish, because some of the really complex ones are great as well. But still, *Viper* is a really simple idea that turns out to be rather a lot of fun.

You are a line. A never ending line, drawn by the computer. You can control the direction you go in, but not the speed or anything like that. Oh yeah, and at regular intervals, as you travel along, a small gap appears in your line. With me so far? Good. Now things get tricky, because on the screen at the same time are other lines. (There can be up to six altogether, either human- or computer-controlled). Run into a line and you will stop/die. Run through any gaps in the lines, either your own or the other players and you will score a point. You will also score a point when another line stops/dies. All you have to do to win is score 30 points. Oh yeah, and as the other lines stop/die the speed increases. In other words, it's *Tron*, only more complicated.

It's all very lovely to play, and with a couple of players hogging the keyboard it can get quite intense as well. The computer players are also intelligent without being impossible to play against. There are some nice Star Trek: The Next Generation samples and other sound effects to round things off nicely and make it entertaining.

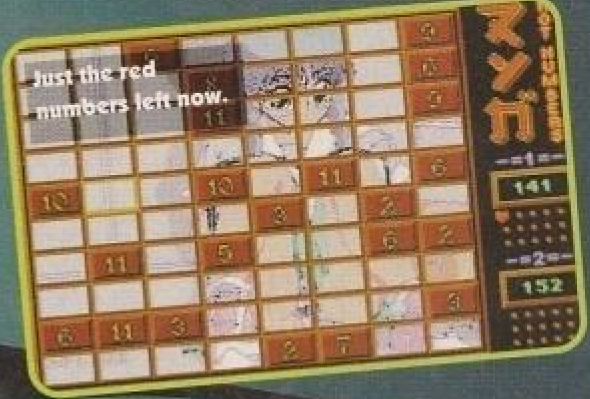
In one-player mode the game loses some of it's edge, but the fun to be had in multi-player mode is immense, and this is a great all-round game.


Did you ever have a Spirograph?

THE VERDICT:
Simple and compelling with enough options to play around with and an excellent multi-player option. Get it. ★★★★

HOT NUMBERS

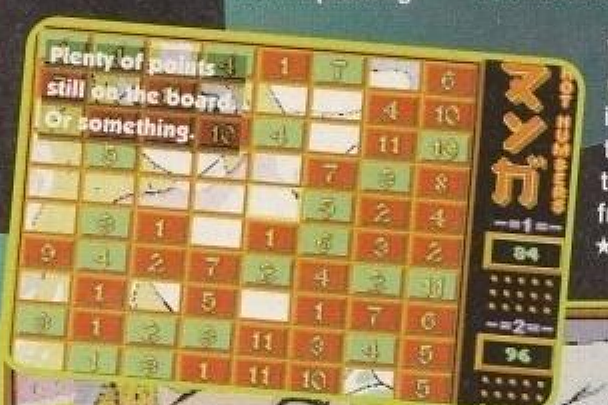
17 Bit


Just the red numbers left now.

Blimey, my head's hurting after playing this, I can tell you. It's a sort of puzzley/tactical numbers game, and you really need to concentrate to get good at it.

There's this big square grid, and on each individual square of this grid is a number (from one to 11). You choose to play either horizontally or vertically and then start the game. Now pick a square and that number will be added to or taken away from your score. (Green ones add points, red ones take them away.) Then it's the turn of player two (a mate or the computer), and so on. The tactical part of the game comes in choosing your number. If you're playing horizontally for example, the number you pick only allows your opponent the opportunity to choose from the corresponding vertical column. You've got to look several moves in advance and try to figure out the best way to score points for yourself while giving your opponent as little chance as possible. Win the game and the grid will reveal a picture of a nice little anime Japanese girlie. Then you move onto the next level with a similar prize if you beat your opponent again. And so on, and so on. It's easy to control, although the mouse can be a little over-sensitive, and as such easy to play. Not stunning, but still a break from the usual stuff.

THE VERDICT:
Converted from the NES, it's a tactical little game that's not too hard but not too easy either. A break from the norm.
★★★


Plenty of points still on the board. Or something.

Not that much I can say about this really...

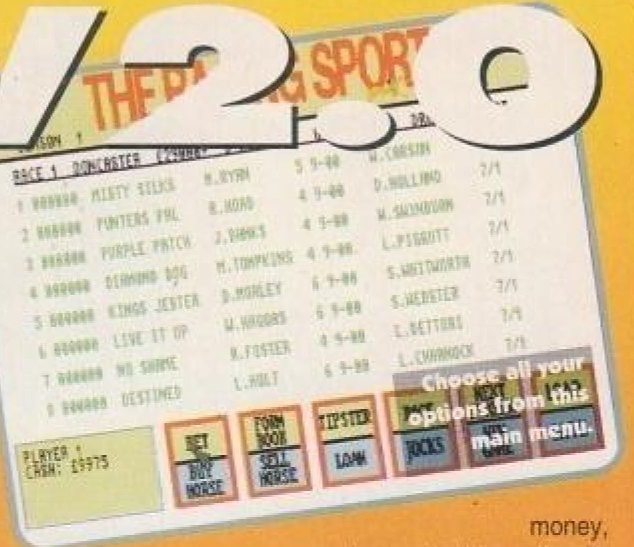
HOT NUMBERS
43
29

PUNTER V2.0

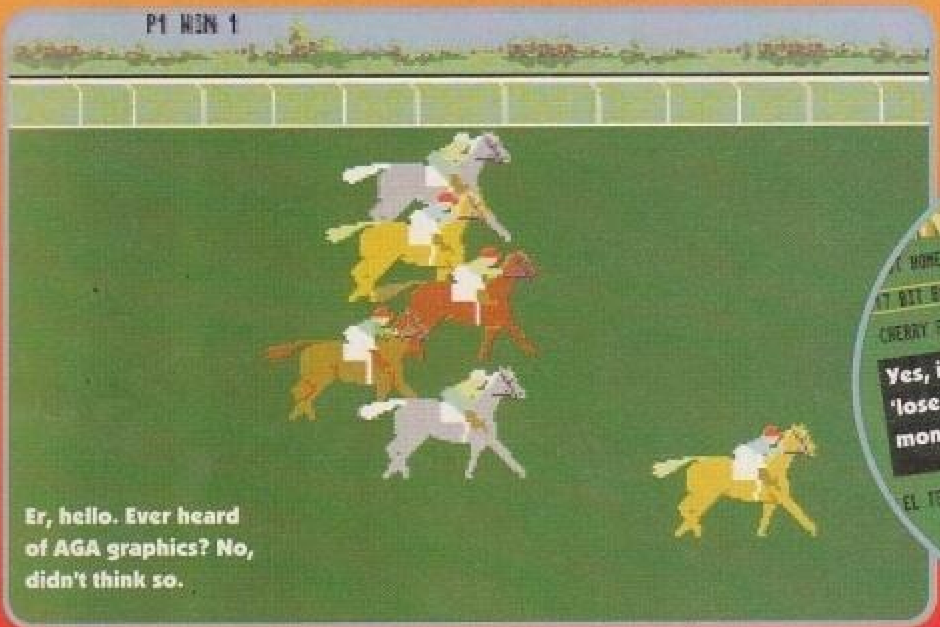
F1 Licenceware

Like horses do you? And, if so, do you like betting on them as well? Well, if you've answered yes to the last two questions (and you're old enough) then just visit your local licensed betting establishment and play away. Or fake it with a pen, some paper, pretend money and Grandstand on a Saturday afternoon. Whichever you decide to do, it's going to be a helluva lot more fun than playing this. Welcome to *Punter*. Version two, I'll have you know.

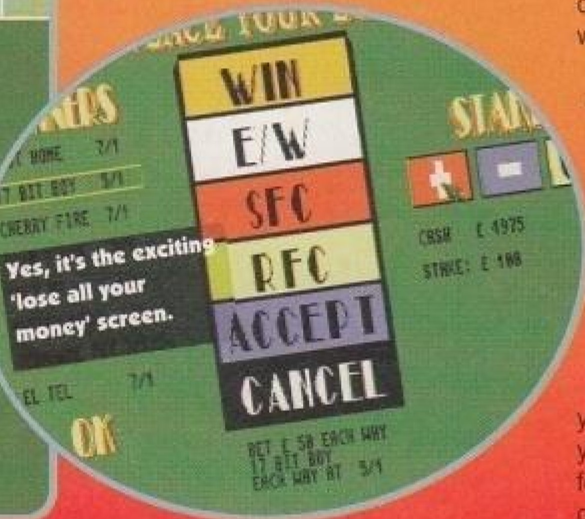
You start the game with £10,000, and through various options (betting, buying or selling horses, loans and the like) you've got to make money. There are tons of horses, jockeys, courses, distances and conditions to take into account before you make your decision, but after the first couple of goes it all slides horribly down the slippery slop of boredom. You predictably lose all your money in the same way (betting on the wrong horse), the horses you buy take ages to race (and all the time you're waiting to see if you can win any money, you're paying interest on the money you needed to borrow in order to buy the horse) and the tipster. Hrmph! He might as well just use a pin to predict the outcome of the races – his success rate would probably improve.



Choose all your options from this main menu.



Er, hello. Ever heard of AGA graphics? No, didn't think so.



Yes, it's the exciting 'lose all your money' screen.

The game isn't trying to be a simulation, so it scores no merit points there and it's not a very interesting game either. It's difficult to see why anyone would actually sit down and play it for more than five minutes. Unless they have to review the damn thing, of course.

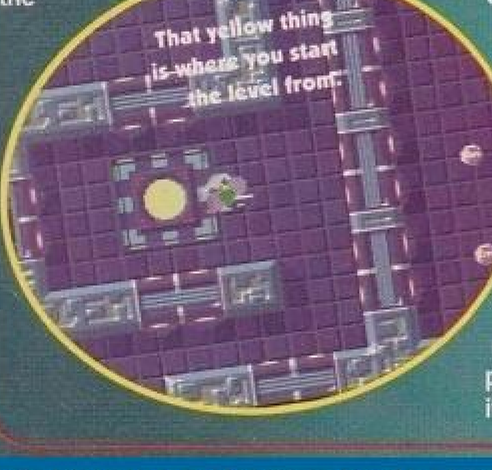
THE VERDICT: Slow, dull, and annoying at times. The only fun you'll get from the game is from putting all your money on one horse and just 'going for it'. Of course, you lose and it's game over, but it's still fun. A bit. ★

CAPTAIN CARNAGE: ALIEN EXTERMINATOR

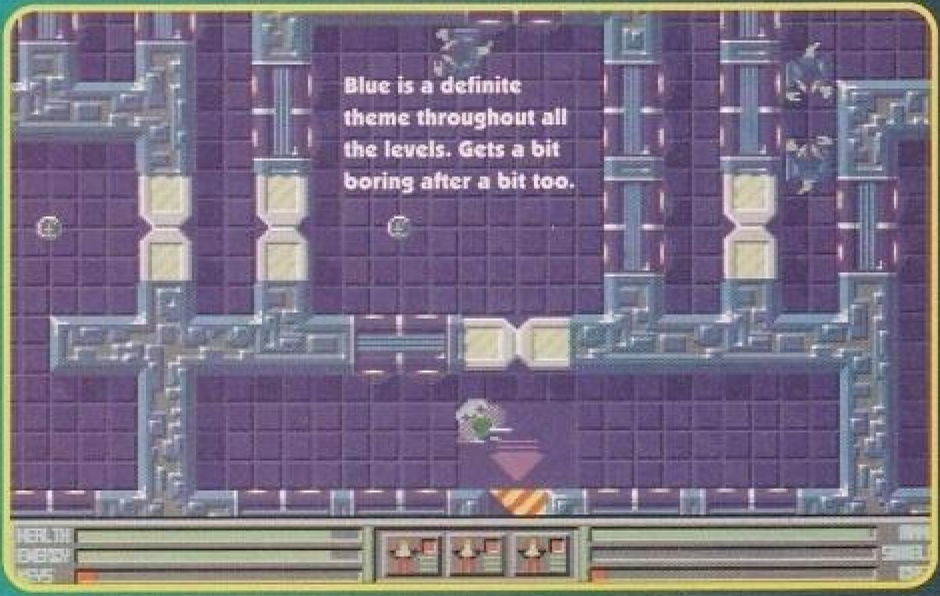
F1 Licenceware

Alien Breeder more like. Yes, it's time once again for a PD game to pay 'homage' to a classic (or insanely popular) Amiga game. This time it's those *Alien Breed* things where you view the action from a top-down point of view (as if you we're stuck to a very high ceiling) with the aim of the game being to kill everyone or thing you come across.

The simple blasting action is great fun, and although the game doesn't have that many new thrills (the graphics are samey throughout and there's not much in the way of animation), what you're getting for your money is great stuff. The levels are also obscenely large, and even a good few hours of play only saw me getting something like 40% of level one completed. With cash and keys to pick up, computers to interact with (so that you can upgrade your equipment and buy all sorts of other useful items) and a real challenge in actually getting anywhere, although you do progress as you play, *Captain Carnage* (great name) is a slick, fast and enjoyable blast that shows exactly what PD is all about. This is the most fun I've had in ages. Well since Christmas, anyway. *(Or, surely, since* Viper *on the previous page. – Ed)*



That yellow thing is where you start the level from.



Blue is a definite theme throughout all the levels. Gets a bit boring after a bit too.

THE VERDICT: Fast and enjoyable with lots of blasting. Things can get a little on the repetitive side, and there's no two-player mode which is annoying. Still, it's a laugh. ★★★½

WHO? WHERE? HOW?

Right. So you've read the reviews. Don't believe a word of what I'm saying and reckon you quite fancy playing them yourself, do you? Fine. If you want to know where to get them from, ring the following companies for more information. 17 Bit are on (01924) 366982 and F1 can be contacted on (0392) 493580.

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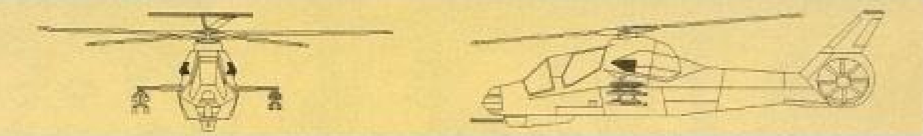

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DO THE write thing

We've had it all this month. A torrent of abuse for Sensible has resulted in Stuart Campbell hastily erecting an umbrella to shield himself. Steve's hard drive has been filled with emails. And the usual flood of incoherent rambling has arrived on our doormat. Blimey.

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"SITTING ON DISPLAY"

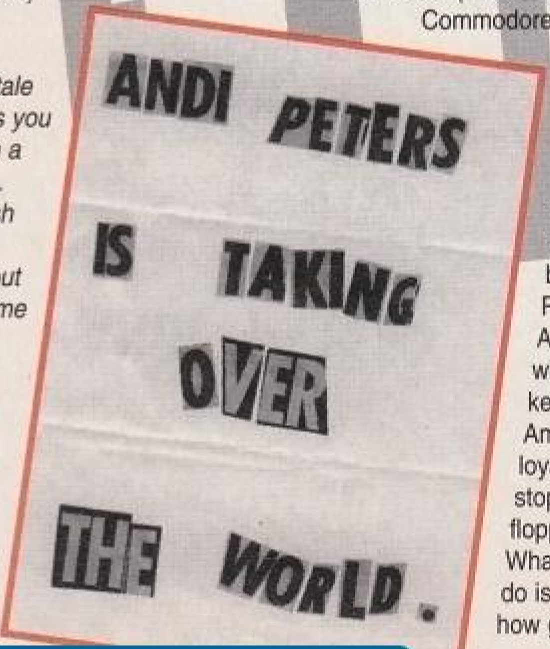
Dear AMIGA POWER,
Bleep-bleeep, bleeep-bleeep, bleeep-bleeep. God I hate that noise, but not on that chilly morning! I jumped out of bed, dressed and went outside. I got onto my bike and was up the steep hill to the papershop in minutes. I did my paper round and collected my pay. At last I could afford it! I rode home to collect the rest of my hard-earned cash, then hopped onto a bus. I simply couldn't wait to get to that shop...

There it was, sitting on display, gleaming! I pushed my way through the crowd towards it. The price was high, but what the heck? As soon as I got it home, I turned on my new CD32 and loaded up my second new game, my new baby. It took ages to load. "It must be massive," I thought. It was! A massive pile of poop that is.

Oh why did I buy it? Why did I believe all the hype? Why didn't I save my money? Thankfully, there's a happy ending, as I took it back to the shop. "It hasn't even been played," I lied. "So why has it got fingerprints on the CD?" asked the man in the shop. "Erm, I think my mum tried it out," I lied for the second time.

In the end, I swapped it for UFO, which is excellent, so before you buy trash like Rise of the Robots, wait until you've read the review in AP. It makes sense.
Robert Bennett, Reading.

A cautionary tale indeed, but as you said, one with a happy ending. DON'T be rash and hasty, DON'T rush out and buy a game as soon as it appears in the shops, DON'T get burned by softies cashing in on your support. Read the review in AMIGA POWER and we will be good and true to you. After all, would we lie to you?



ANDI PETERS IS TAKING OVER THE WORLD.

This also arrived through the post at AP towers this month. We agree. Completely.

"I BELIEVE THEY WORK"

Dear AP,
I want to know the name of Lucifer's company. The company who had the gall to wish you an untimely death. HOW DARE THEY? Anyway, I think I know who these morons are. I believe they work in the north of England. In Manchester. In Castlefield.
Ian Brown, Crewe.

Wrong.

"AMIGA IS IN SHAMBLES"

Dear AP,
The Amiga is in shambles. Why has a once world-beating machine been seconded by practically everything on the market? Is it because of your tendency to have an increasing amount of A1200 only coverdisks *(Grr. – Ed)*, which I won't bother moaning about in depth? Is it due to piracy? No, 'cos the PC has pirates and look where it is now.

No, one of the main culprits is Commodore. They flop because they don't advertise (much, anyway), get "saved" by Commodore UK, who in turn are destined to flop because they...guess what ladies and gentlemen? The CD32 is a fine machine and the Critical Zone pack is great, but who's buying the CD32? People who are already Amiga owners, that's who. The same people keep buying the new Amigas, and these are the loyal user base that stopped Commodore flopping a long time ago. What Commodore need to do is tell the console owners how great the CD32 is. Some of these people still think the Mega-CD is a good idea, so they won't be hard to convince. I mean, doing better than the last CD32 advert (where you see about two seconds of "gameplay" – the naff *Microcosm*) won't exactly be mindbogglingly difficult.

The second factor is that "cute" little video game icon, the mascot. Sega have had Sonic, and Nintendo have had Mario for quite some time now, so the Amiga can't really compete on the arcade game front. The Amiga needs a mascot more badly than it ever has done before, as all its potential mascots – Zool, James Pond, *Cannon Fodder*, etc, have defected to the consoles. Something original, more than anything else, is needed, preferably a supposed technical achievement. Look at Sonic – the Mega Drive isn't anything special. Look at *Doom* on the PC – it isn't even real 3D, let alone virtual reality. It's all about fooling the public and lying, something which Commodore do to us existing Amiga owners, so why can't they do it when it counts? After all, it's for their own good.
Yours a bit annoyedly,
Jon Le Mottee, Chester

"SCALE OF INCOMPETENCE"

Dear People,
Do us all a favour – the Amiga community, that is. Try getting real...really! Floppy disk piracy will always be a problem on all computer formats, but you don't see major software houses stopping writing games for the PC. You can't blame Sensible and the like for abandoning the Amiga. The reason for this is that Commodore have seen to it that very soon, there won't be an Amiga to write for. They have mismanaged their affairs in a manner that's breathtaking in its scale of incompetence. The first, most popular, most advanced home computer bar none is now set to become history. This could not have been achieved without the most prolonged and persistent management failure imaginable.

So...DON'T YOU DARE blame a handful of cheats for software companies deserting the machine. Comments in the mag such as "We told you so" are misinformed, ingenuous and completely untrue. So like I said, do us all a favour, stick to what you're good at – game reviews – and leave the serious stuff alone to people who know what they're talking about.
Yours faithfully,
Derek Evans, Bristol

"FIGHTER THINGY FLIES OVER THEM"

Dear AP,
In AP45 you told us not to go and see Stargate because it's terrible. WHY is it so bad? I've only seen the trailer and it looks quite good, especially when that sand/space/fighter thingy flies over them. I know you are always right about these things but please tell us why it's so poor.
Yours faithfully,
A Coventry Family.

Banal dialogue, nonsensical plot-holes, absurdly pompous music, lax editing, interminable shots of crowds of people milling about in the desert...Stargate isn't just bad, it's embarrassing, and undoubtedly the worst film any of us have seen for at least ten years. Many people walked out halfway through the preview showing we went to. And yet, incredibly, we haven't read a single bad review of it. Barry Norman summarised it as harmless fun, and even the normally-reliable Empire gave it three stars and concluded that it "swings along with a committed gusto rarely seen since the heyday of George Lucas". What's going on? Has the nation fallen victim to some sinister brain-washing plot, one which we were mighty enough to resist? Or what?

"FOUR 90 MINUTE TAPES FILLED"

Dear AP,
I noticed while reading your guide to writing a letter printed ages ago, that you told us innocent readers not to say anything like "I bet you won't print this letter" as that's exactly what you'd then do. So I'd just like to say – If you don't print this letter I will personally come down to Bath and stick black paper all over your light bulbs so that instead of getting light when you switch them on, it'll actually get darker. I hope that clears that up.

➤

IT'S...THE INEVITABLE SENSIBLE BACKLASH

It seems that the people we thought could do no wrong finally have. Done a wrong, that is. Amid the complete absence of letters praising *SWOS* and *CF2*, we've received a whole bunch of very long letters slamming them. Read these edited highlights and ponder this: Could the honeymoon finally be over between Sensible and their adoring fans?

"BUGGER THE KANGAROO"

Gooood Morning AP!
Having just purchased AP45, a few comments:

What is this I see proudly displayed on the first coverdisk? What tempting treat is presented to us long suffering punters, having just returned our copies of *Cannon Fodder 2* to the shops by pretending it was an unwanted Christmas gift? We few, we happy few? Four more levels of unplayable purple nastiness, that's what.

You're wasting your time with a *CF2* guide, as nobody is a-playing it. Not 'cos it's too hard – I speak as someone who can finish the original with 100+ men, but because it's so boring. Relentless attacks by numberless enemies is NOT more exciting – it's merely monotonous. By the time you've worked out which blobs are your men, there are none left alive, and unless you're alive you can't play, and if you don't play...

And the whole thing looks so ugly, and takes ages to load, and isn't hard disk installable and is completely lacking in atmosphere – the people responsible deserve to be shot without trial, bugger Kangaroo Court. The game was obviously cobbled together by 'someone' who totally fails to understand the appeal of the original *CF*.

And another thing: You should have a new feature called "The games we want to see" which would naturally begin with my own magnificent *Cannon Fodder – The Great War*, but would also include ideas from other readers as well as from you lot. Okay, so we're not likely to see them appear on the Amiga, but where else are the games of the 21st Century going to come from if not from the fertile-futile-furtive minds of we happy few? The decline of the Amiga has coincided with a year which failed to produce a single significant original game on ANY system. Since software developers seem bankrupt of ideas, it's up to us to keep the dream alive.
You're doing a man's job, sirs,
Theobald Von Betmann-Hollweg, North Humberside

"AESTHETIC HADES OF MAUVENESS"

Dear Mr Faragher,
I am writing to you, self-evidently.

On a second point, will you please pass on to Cambium Winstanley my best wishes. Pat him on the back. Hug the man long and close, in an intimate, yet both perfectly secure in your sexuality kind of way. Thank you. Thank you for being tactile on my behalf, because I need to let him know just how right he is about the Alien levels of *Cannon Fodder 2* – as seen on your cover disk. He's spot on about this aesthetic Hades of mauveness appearing as a torn finger nail on the eye, and electrodes being applied to the testicles of atmosphere.

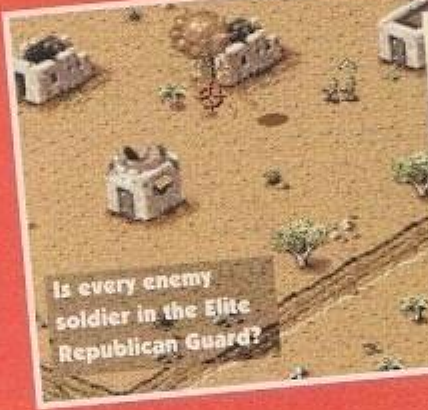
I suggest that he teach Sensible a lesson by steadfastly refusing to increase his already horizonless personal fortune by bringing out a *CF2* playing guide, thereby:
a) Denying Sensible extra publicity and Mr Hare the chance of getting his face in every magazine on Earth.
b) Not adding in any way to the LIES AND TREACHERY in which the world is already nostril-deep.
c) Avoiding all that business with The Sun and the Daily Star wanting to name him.
d) Gaining the knowledge that he can bear to look in the eyes of any Camelopard Winstanley Jnr who may appear in the future.

Anyway, Davy sends love to you all for the AP T-shirt you sent after my last letter. His little eyes welled up, he stroked the latest issue of AP and his voice cracked as he murmured, "Now I'm a believer." Predictably.
Mike Nesmith, a hugely successful business executive in **Wolverhampton** now, apparently.

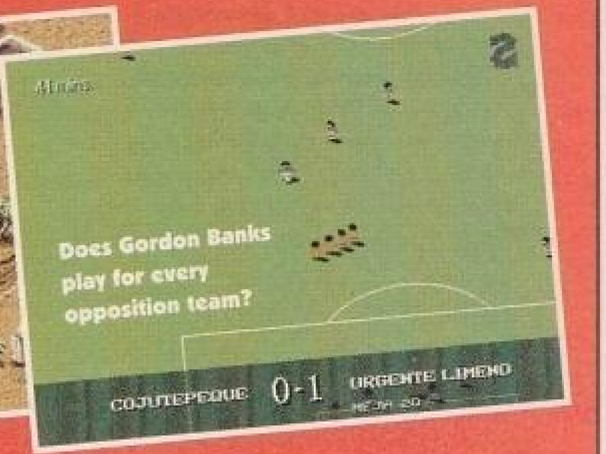
"IT BEGGARS BELIEF"

Dear loves,
What the hell has come over Sensible Software in the last few months, and is it related to the arrival of games playing guru Stuart Campbell? I'm talking about the HUGE jump in difficulty in the *CF2* and *SWOS* games, for although I'm not brilliant at games, I managed to get to level 12 in the original *CF* before getting bogged down, and I'm good enough to beat Germany using San Marino in *Sensi*, so imagine my frustration when I can't make any progress beyond level four in *CF2*.

Now it's all well and good making the second game more difficult, but why didn't they either tell Joe Public that it would be more tricky or release it as a form of upgrade for seasoned fodderites? Games should tempt you in, the learning curve should tease you to get you just a little bit further rather than just shutting you out.



Is every enemy soldier in the Elite Republican Guard?



Does Gordon Banks play for every opposition team?

Personally, the only levels I've found interesting have been the desert ones (although I obviously haven't seen many) – your review was quite right about the Alien levels, so ignore Stuart's petulance. When push comes to shove, it's just not worth what we're being expected to pay, and I've abandoned it and gone back to the original, basically because it's more fun to play.

What about *SWOS* then? Well, it's such a tragedy, I could cry. All Sensible had to do was park the tactics and management section on the original *Sensi* game engine, and then watch the accolades and cash come flooding in. But what happens? For some reason, they decided to tinker with the actual football game itself, and now the game's so difficult that it beggars belief, even for a seasoned *Sensi* player like myself. I loaded it up and prepared to play my beloved Liverpool against Blackburn, and then lost 7-2. As a player manager in Division Three (which the manual suggested is the best way to start the game), I won one of the first 15 games, having scored six goals and conceding 50, including two 10 – 0 thrashings from Man Utd. Not a very good introduction to the world's greatest soccer game, is it?

As much as I hate to think any nasty thoughts about Sensible Software, I can't help but get the feeling that *SWOS* was rush-released for Christmas without actually being play-tested thoroughly. The demo from a couple of months ago actually played like the original, so what changed? At the end of the day, Brian, I just think the Sensible boys stand a real chance of alienating their customers/fans. Which is, obviously, not a good thing.
Paul Fillery, Worcester

"YOU CAN CONTINUE YOUR CAREER"

Dear AMIGA POWER
Maybe my copy of *SWOS* is bugged, but I've found that if you get sacked, you can continue your career WITH THE SAME TEAM the next season just by going to the continue career option, but only if you've got a job offer.
Tom Kench, Essex

In the face of such massive and lengthy criticism, we thought it only right to give Sensible a right to reply. So here's ex-AP Dep Ed and CF2 designer Stuart Campbell:

- Price. A fair cop, guv. We think 30 quid is too much as well, and we'd have preferred to see it as a data disk, but decisions like that rest entirely in the hands of the game's publishers, Virgin. Might sound like a cop-out to you, but it's the truth. Anyway, from the day of release, *CF2* was selling for £19.99, so if you paid £30 for it, more fool you.
- The difficulty of *Sensible Soccer*. Experienced *Sensi* players regularly racked up scores of 20-0 and more, and when we took the game round the magazines to preview it, the single overwhelming bit of feedback we got was 'Make the goalies tougher'. Yes, the game's harder now, but it's still beatable. OF COURSE Exeter got thrashed by Manchester United, you utter buffoon. OF COURSE their players aren't as fit or as talented.
- The difficulty of *CF2*. The predominant feature of the levels in *CF2* (and I should know, since I designed them) is that there are usually two ways to do them. The obvious, difficult, stupid way, and the clever way. Try thinking like a bit more of a tricky trickster and you might start to get somewhere. Cam spotted this in his review. I'm surprised I have to tell you again.
- People 'new to the whole *Cannon Fodder* experience'? Like who? It was almost impossible to buy any kind of Amiga hardware over the recent Christmas period. Almost everybody who's bought *CF2* (or *SWOS*, come to that) was already familiar with the game(s), both of them having been permanent fixtures in the upper reaches of the charts since they were released one year and two-and-a-half years ago respectively.
- And please, can we stop all acting so surprised that *CF2* uses the same engine and gameplay as the original. We said, from the word go, until we were blue in the face, that it would be so.

Stuart Campbell, Sensible Software

DO THE write thing

Congratulations on being the mightiest beings ever to produce a computer magazine, and keep up the good work. But game music – tool of the devil? Come on. Are you serious? Why did you only cover the seriously crap music in your feature and not any of the even slightly good music? Have you ever listened to any of the tracks from *Lotus 3?* That has to be some of the best music ever featured on the Amiga, and other classics include *Assassin, Project X* and *Pinball Dreams* and *Fantasies.* Come on, you play games for a living, don't tell me you never listen to any of the music.

I have a very large selection of games and lots of them have respectable, if not very listen-to-able music and (Saaaad!, I hear you cry) I have in fact taped most of them and now have at least four 90 minute tapes filled with game music.

Oh, and you forgot to print a W on the spine of January's AP.

David Burgess, Derby

We listen to computer game music all the time, which is how we know that it's terrible. Would you listen to a minute-long version of an Erasure song over and over again for two hours at a time? Well, in your case, you probably would, but the rest of the world wouldn't, which is why we applaud sound effects and both hate and fear game music.

"THE CHEEKY SPINE"

Dear AP,

Wow, surely AP44 was the grungiest, moodiest, cyberpunkiest and downright blackest cover ever? As I see it, it is the symbol of attitude. But anyway…

Once upon a time, there was a lad (me) who was sitting in his room just leisurely leafing through his old APs and reading the cheeky spine messages – "You know … for kids", "hookah hookah hookah chakka", "Bob is a hamster" and the one obviously referring to Steve 'Hardware' McGill's departure to Amiga Format, "The man's an oaf." *(Wrong. – Ed)*

Just when he wanted to put them back in the Golden Box of Good Things, he saw that he had accidentally piled them up in reverse order. He noticed this because all of the spine letters didn't form the usual 'AMIGA POWER AMIGA POWER' that he had grown so used to in the course of time, but instead read 'REWOP AGIMA REWOP AGIMA.'

Startled by this miraculous event, he stumbled to the other end of the room and took his Indian encyclopedia out of his Mighty Rack of Learned Literature, and leafed until he found what he sought. Rewop agima – ancient Indian spell meaning "Send your sister to a Liberian slave trader, set your parental residence alight and smoke some *("Iguana" – Ed)* while hanging from a bridge on a rubber band of excessive length." Blimey.

Yours nicely,

Thijs Vissia, Apeldoorn, Holland

"RUBBISH TO A MOUNTAIN"

Dear AMIGA POWER,

As my old manager said to us at half time: "Come on lads, your standard has dropped. You're letting yourself slip away. I KNOW you can do better than this – you know YOURSELF you can do a whole lot better. Go out there and prove to me, to yourself and to your fans that you HAVE NOT croaked. Go and win!!"

This talk turned us from a pile of rubbish to a mountain of strength. We had just been relegated to the second division and were trailing 2-nil at home to Barnsley. We drew the match 2-2 in the end, but had it not been for that great speech by our manager, we would have been stuffed.

I believe that his words will help you to make AMIGA POWER great once more. As your standards over the last 12 months have slipped, and you are beginning to fall into the same category as the other computer mags.

His words helped me to help Manchester United, we were promoted after that season and I can only hope it will have the same affect on you. Good luck. Of course, I will always continue to read AMIGA POWER, but a few improvements WILL make you into champions once more, instead of also-rans. I believe by the way that at 77, I may be your oldest reader, but I also know of at least four others who are over 65 and also read your magazine.

Samuel Batley, Isle of Wight

No, hang on, come back. Our standards have slipped? Standards of what? Improvements? To what? Eh? We'd love to help, but unless you tell us specifically what's wrong we're powerless to act – or, indeed, to consider that we've been criticised at all. Blimey, this is like reading a review in one of the other computer mags.

"LAUREN FROM NEIGHBOURS"

Dear AP,

Here's a picture of Lauren from Neighbours I took at the True Lies premier in London. She wanted my phone number but I can't be having all these super star women pestering me. You must know how it is. From one great person to eight great people.

Barrie, Mason, Tooting.

Lauren. From Neighbours. Months ago.

"PITY ABOUT THE NOSE"

Some of you seem to be getting a teensy bit carried away by this email malarkey…

04/01/95

2.27pm

I won a Star Letter prize once in Your Sinclair. The prize – three games – never arrived. I phoned up. Jon Boy Davies answered and said they were in the post…they never arrived. Boo Hoo.

pl@soton.ac.uk

2.28pm

Ha! And you thought SHE (Miss Rees) was a problem…email doesn't cost anything and I can do it all day at work. Haha! Tell Jon Boy he had better give me a freelance reviewer's job or I'll start sending him letters with Program Pitstop Listings. Yes, I remember Jon Boy's cheerful, cheeky-chappy face peering out of the titles for Your Sinclair's type-in program section. Remember those? No, don't print any more of Isabelle Rees' letters. She's very weird.

pl@soton.ac.uk

2.36pm

I'm slightly worried now. That piccy of Cam in the latest issue. Let's compare: Cam: 6'5", Me: 6'5"

Cam: Black jeans, black top, leather jacket; Me: Black jeans, black top, leather jacket.

Cam: Slightly sticky-out ears, Me: Slightly sticky-out ears.

Cam: Youthful looks, Me: Youthful looks.

Cam: Er, not sure…looks like red-gingery-brown hair. Me: Red-gingery-brown hair.

Cam: Likes violent games, Me: Likes violent games.

I'm very worried indeed. And Cam should be as well. To quote someone…Pleekers!

pl@soton.ac.uk

2.46pm

Are you lot still skiving off on your Christmas hols? *Rise of the Robots*…It's a bit cack, isn't it?

pl@soton.ac.uk

2.57pm

You bunch of liars. *Tower Assault* is the best *Alien Breed* yet. For 20 quid, it's brilliant. You're just crap.

pl@soton.ac.uk

05/01/95

9.57am

Blimey, Ensign Ro was a bit of a looker, eh lads? Pity about the nose.

pl@soton.ac.uk

9.58am

Do you ever answer this crap or do you do an Amiga Format and receive email but never reply?

pl@soton.ac.uk

3.11pm

How come I knew about *Alien Breed 3D* four months before you did? Hmm?

pl@soton.ac.uk

You didn't. Now be quiet.

"AM I RIGHT?"

I reckon the phone call you printed in ish 43 was made by a member of a programming team whose name begins with "T" and ends in "eam 17". Am I right?

Colin Meney, Ayreshire

No.

"BICYCLE FROM THE MAGIC"

Dear AP,

I'm writing on behalf of my family to publicly disown my brother. In public. He was the gibbering lunatic who wrote a grumpy letter in AP45 about the number of seconds till Christmas. He asked "How sad can you get?"

I'm sure millions of readers agreed with him about Christmas coming so early, but feel that they should be told that:

1. He proudly boasted in early November that he'd finished his Christmas shopping.
2. The closest he got to Christmas shopping on Christmas eve was…well, not very close. Nowhere near in fact.
3. And on the subject of sad, he has a hilarious but horribly offensive beardy face. Fuzzy of face, fuzzy of mind, I always say.
4. He drives a Ford Fiesta. A white Ford Fiesta with white wheels. Although "drives" is stretching the term a bit far. It's more of a Fred Flintstone-type experience, with his legs whirring away just before he sets off. Slowly.

Slower even than Mr MacHenry's whizzy bicycle from the Magic Roundabout.

So he's been disowned for being sad. We weren't related anyway, because I was swapped at the hospital.

Yours incidentally,

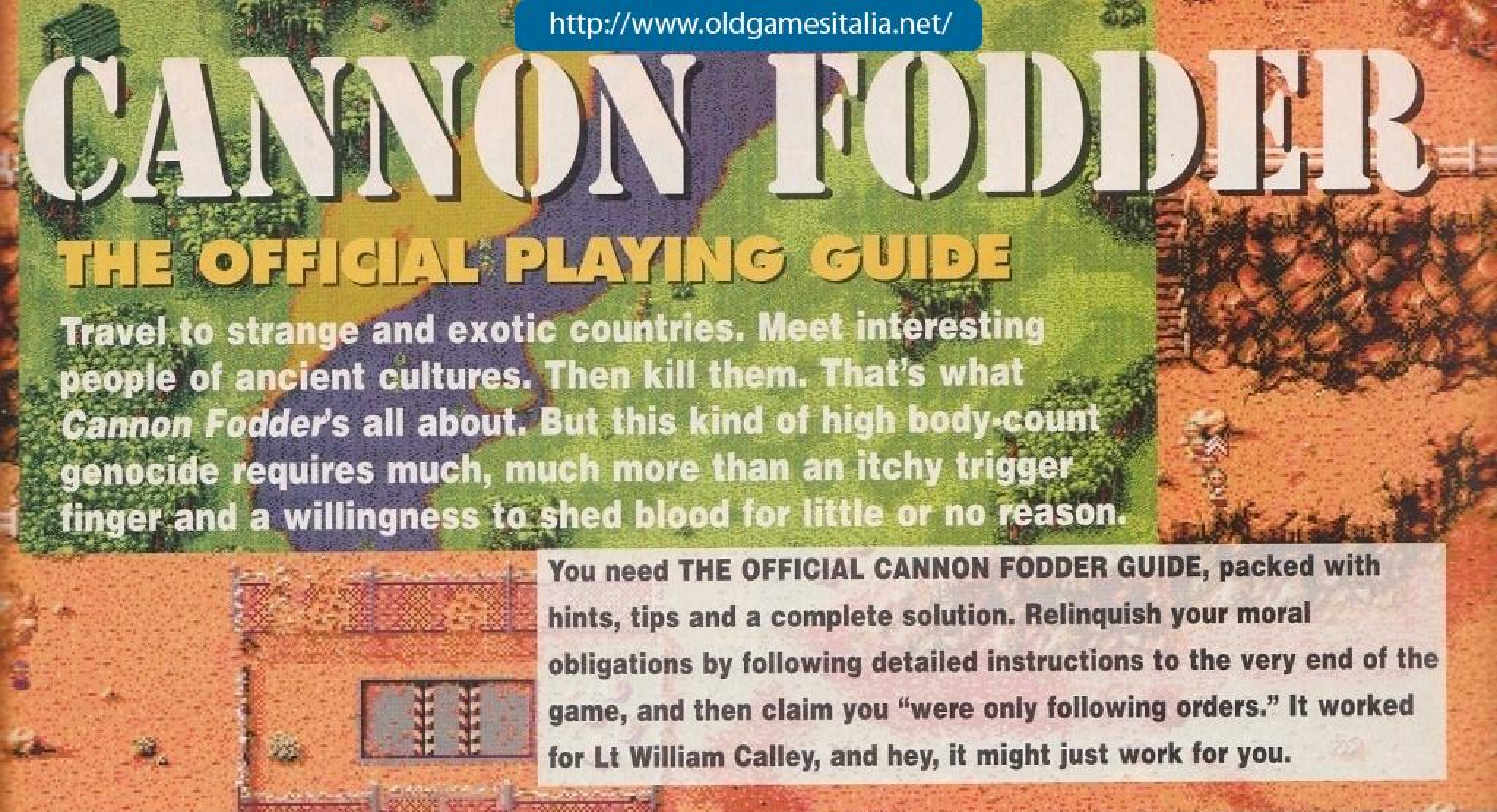
Michael Donlevy, Harrow.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

Cyber Otaku Matrix-Jacking Guru Overlord High Wizards can email us at: ampower@futurenet.co.uk but we'll only reply in these pages, 'cos we're far too busy otherwise.



CANNON FODDER

THE OFFICIAL PLAYING GUIDE

Travel to strange and exotic countries. Meet interesting people of ancient cultures. Then kill them. That's what *Cannon Fodder*'s all about. But this kind of high body-count genocide requires much, much more than an itchy trigger finger and a willingness to shed blood for little or no reason.

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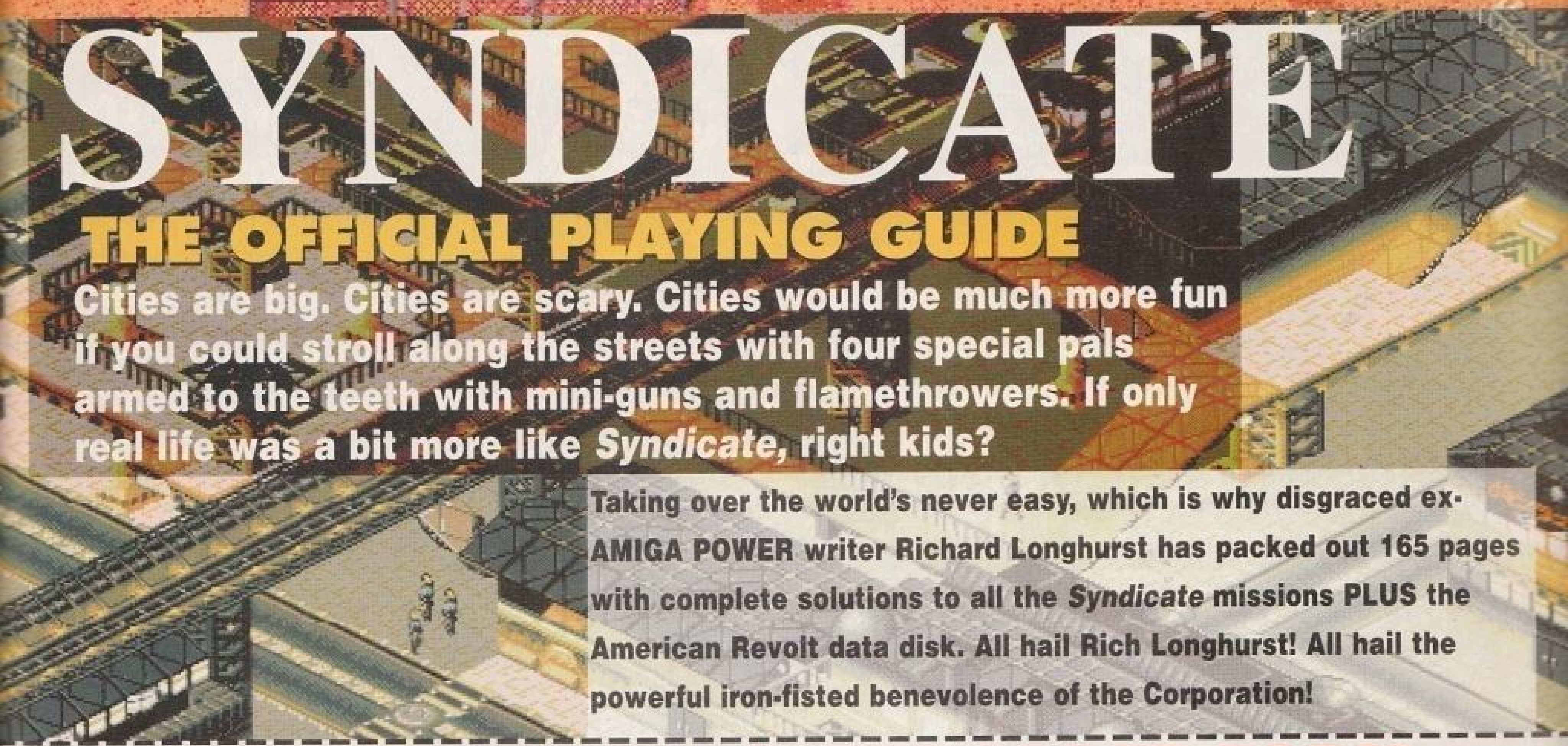

SYNDICATE

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Cities are big. Cities are scary. Cities would be much more fun if you could stroll along the streets with four special pals armed to the teeth with mini-guns and flamethrowers. If only real life was a bit more like *Syndicate,* right kids?

Taking over the world's never easy, which is why disgraced ex-AMIGA POWER writer Richard Longhurst has packed out 165 pages with complete solutions to all the *Syndicate* missions PLUS the American Revolt data disk. All hail Rich Longhurst! All hail the powerful iron-fisted benevolence of the Corporation!

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On sale 16 February

THE BOTTOM LINE

In the sulphorous cavern that is our office we are chained. We writhe in anguish at every bad game that arrives. We rattle our manacles and hop gleefully at every good one. We KNOW. Trust us.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

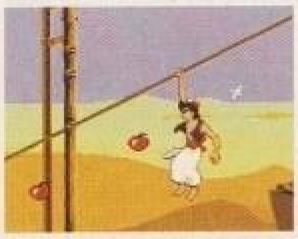
★★★★★ PLEASES us GREATLY ★★★★★ PLEASES us
★★★★ Imperfect BUT GOOD ★★★ Mediocre
★★ We are IRRITATED ★ DESPICABLE

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

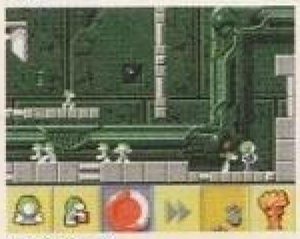
WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

ALADDIN
Virgin £30



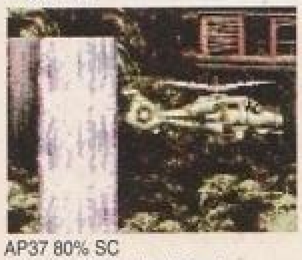
AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



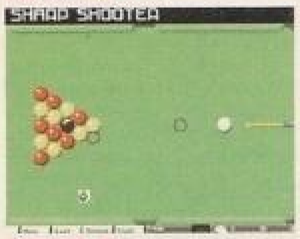
AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Pysgnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is much more fun.
★★

APOCALYPSE
Virgin £30



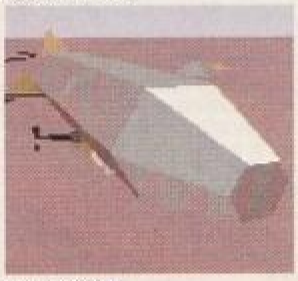
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £10



AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30

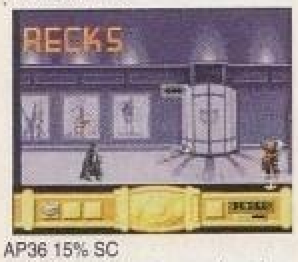


AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26

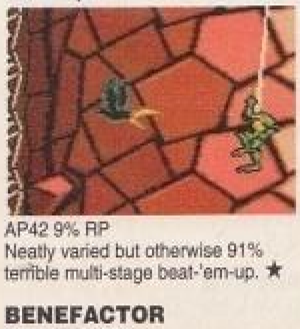
AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

BATMAN RETURNS
Gametek £15



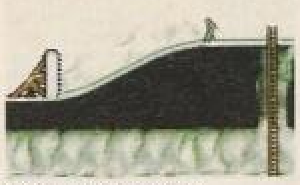
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appallingly little control and truly shoddy graphics. Harder than *Project-X*, but without the saving grace of looking nice into the bargain You'll never see level three, largely because you'll have died of boredom and won't be bothered to get there.
★

BATTLETOADS
Mindscape £20



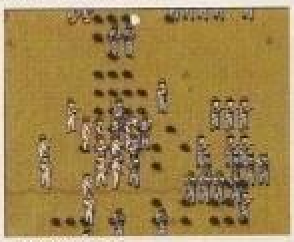
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BENEFACTOR
Psygnosis £26



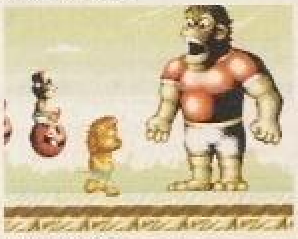
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GREY
Impressions £35



AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BRIAN THE LION
Psygnosis £30

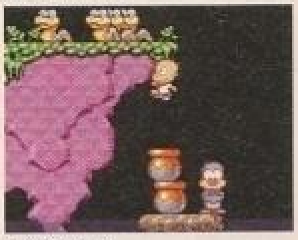


AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

BUBBLE AND SQUEAK A1200
Audiogenic £30

AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

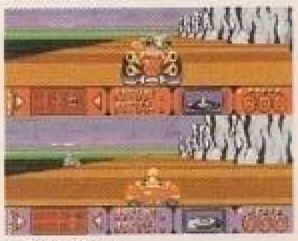
BUBBLE AND SQUEAK A500
Audiogenic £26



AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.

★★★★★

BUMP 'N' BURN
Grandslam £26

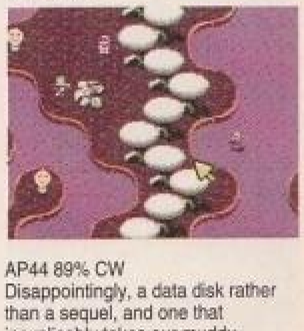


AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30

AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

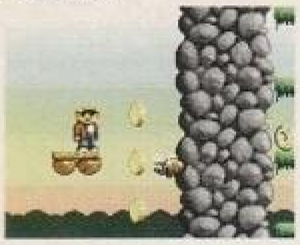
CANNON FODDER 2
Virgin £30



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't ➤

affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

CHARLIE J COOL
Rasputin £20

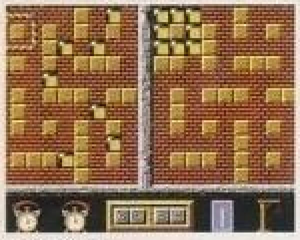


AP43 45% PM
A below-average platform game. ★

CLIFFHANGER
Psygnosis £15

AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13

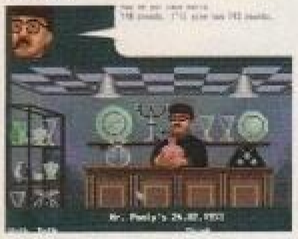


AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

CLUB FOOTBALL: THE MANAGER
Teque £30

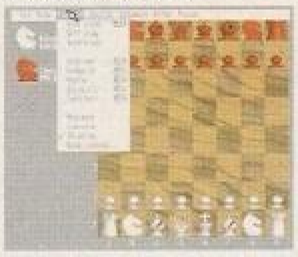
AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30



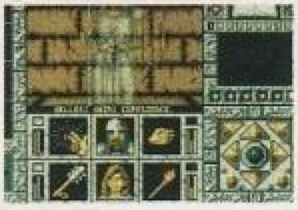
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



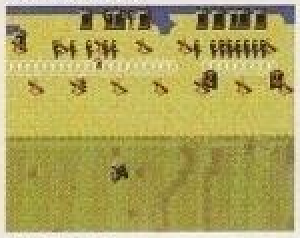
AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map. ★

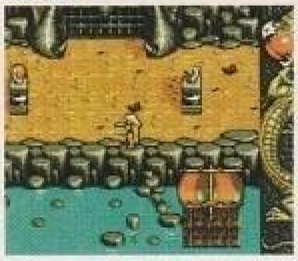
DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

DRAGONSTONE
Core £30

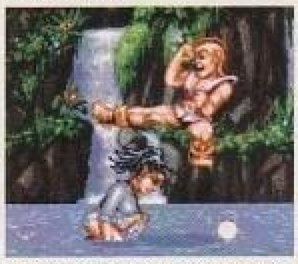


AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it or take it not; we care for neither.
★★

DREAM WEB
Empire £35

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

ELFMANIA
Renegade £26
AP39 61% SC



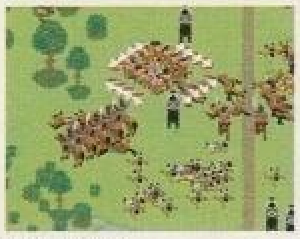
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMBRYO
Black Legend £26
AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)



AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

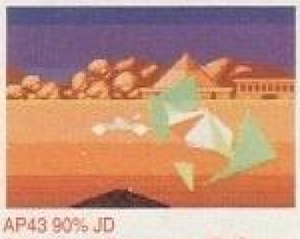
FLY HARDER
Buzz £10

AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FOOTBALL GLORY
Black Legend £26

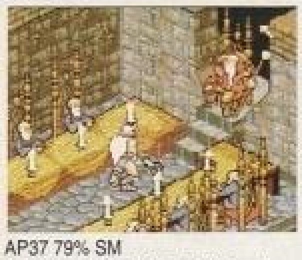
AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

GUARDIAN CD32
Acid Software £30



AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

HEIMDALL 2
Core £35

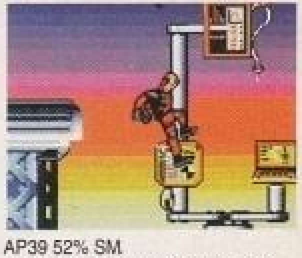


AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INTERNATIONAL SOCCER
Zeppelin £10

AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

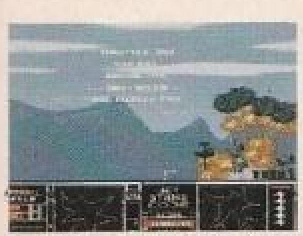
ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 3
Millennium £30

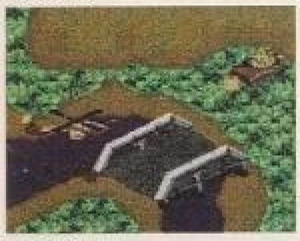
AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26
AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-



air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28



AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

K240
Gremlin £30

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

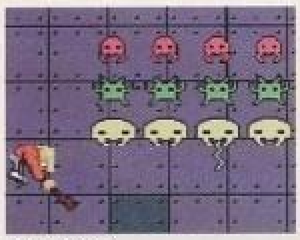
KICK OFF 3
Anco £26

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The compeition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KID CHAOS
Ocean £26

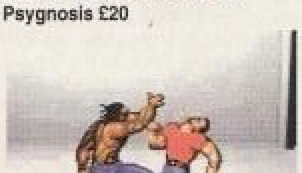


AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrr.
★★★

KING'S QUEST 6
Sierra £35

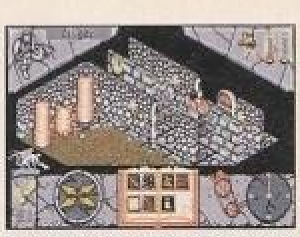
AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LAST ACTION HERO
Psygnosis £20



AP39 3% SC
The world's other other worst film licence. ★

LEGACY OF SORASIL
Gremlin £26
AP36 80% SM
Look, it's *Hero Quest 2*, all right?



Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LIBERATION A1200
Mindscape £30

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but it jolly well could you know because A500/600/1200 owners with 1.3 mb of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

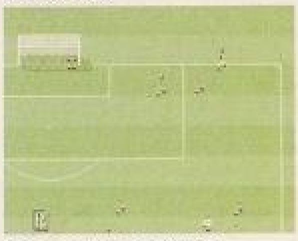
LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35

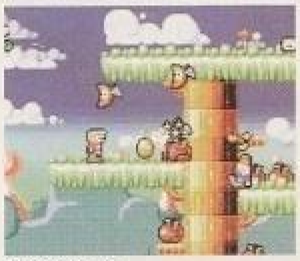
AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £30



AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans. Hmmm.
★★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30



AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

MICROCOSM CD32
Psygnosis £45
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

MONOPOLY
Supervision £28

FREE PARKING

AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

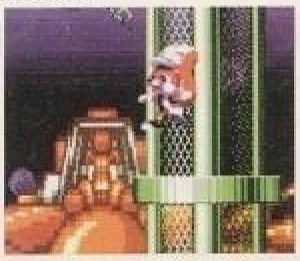
MORTAL KOMBAT 2
Virgin £30

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2*'s just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound on the A500, but the A1200 version's entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20

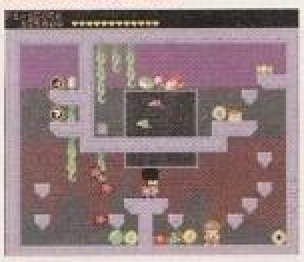
AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★

MR NUTZ
Ocean £26



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £26



AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

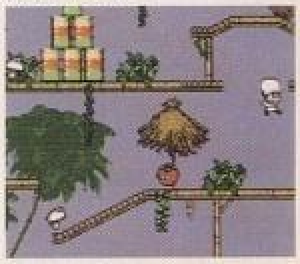
ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

ON THE BALL LEAGUE EDITION
Daze £30

AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OUT TO LUNCH A1200
Mindscape £25



AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pānache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is a truly gruesome treat.
★★★

OVERLORD
Virgin £30

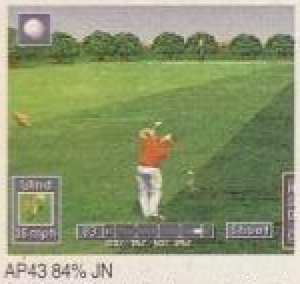
AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PERIHELION
Psygnosis £30

AP36 77% CL
Overwhelmingly orange RPG, a ➤

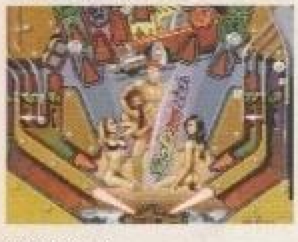
bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like fruity colours, etc.
★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)



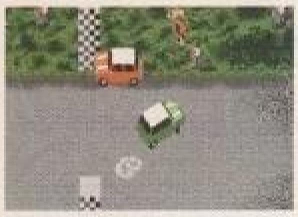
AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS (AGA)
21st Century £30



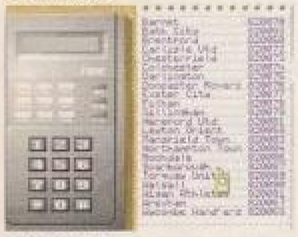
AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

POWERDRIVE
US Gold £30



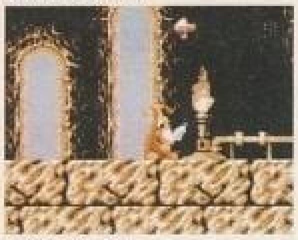
AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26



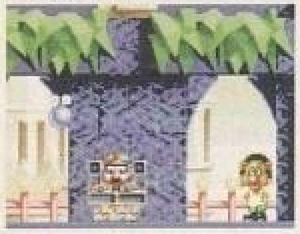
AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUGGSY
Psygnosis £30



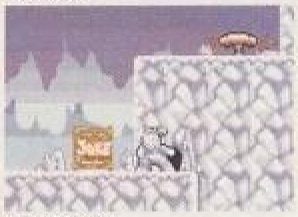
AP36 40% SM
Did someone say *'Puggsy'*? Crapsy, is more like it. ★

PUTTY SQUAD A1200
System 3 £30



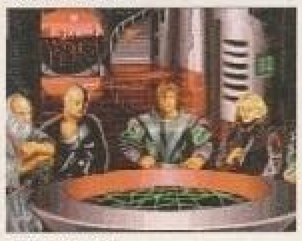
AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20



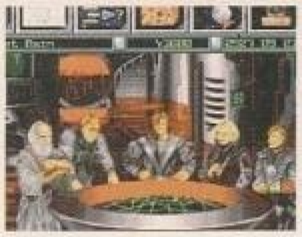
AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed. ★★

REUNION (AGA)
Grandslam £35



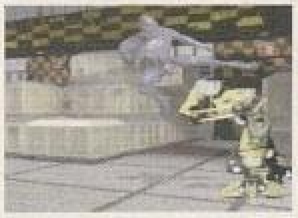
AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35



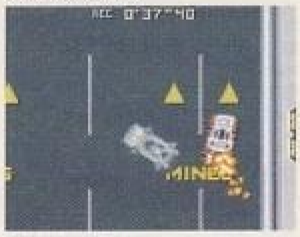
AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)



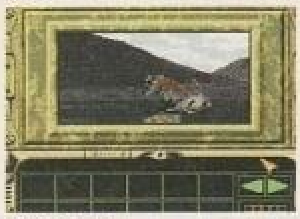
AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30



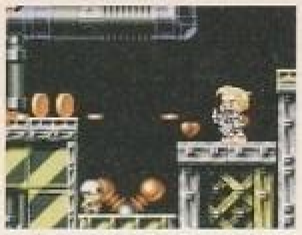
AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35



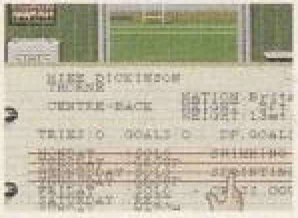
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



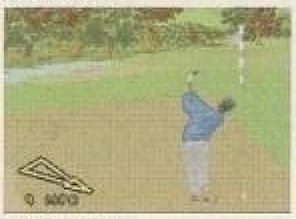
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUGBY LEAGUE COACH
Audiogenic £30



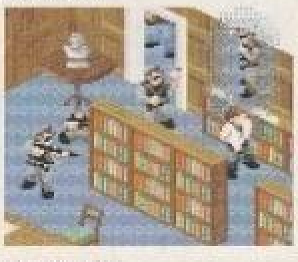
AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

THE RYDER CUP A1200
Ocean £30



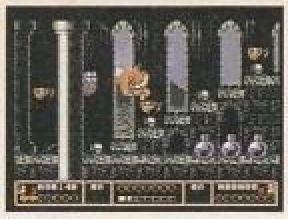
AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £30



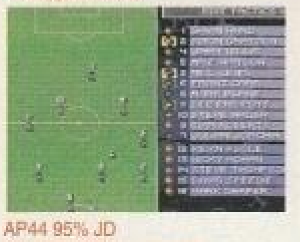
AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £30
AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.



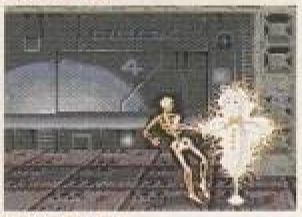
★★★★★

SENSIBLE WORLD OF SOCCER
Renegade £30



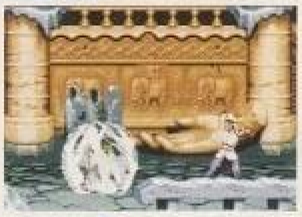
AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SHADOW FIGHTER
Gremlin £30



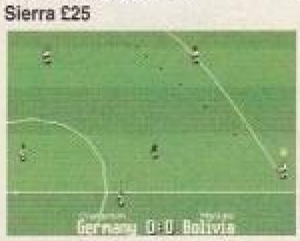
AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though.
★★★★★

SHAQ FU
Ocean £26



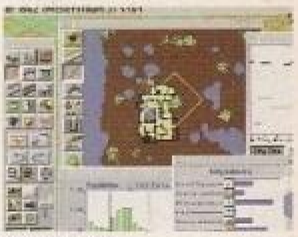
AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the option to fight opponents in any order and an eight-player tournament.
★★

SIERRA SOCCER
Sierra £25



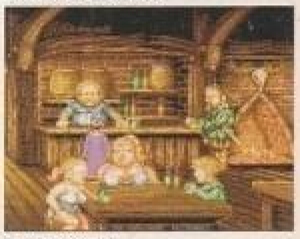
AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIM CITY 2000 A1200
Maxis £40



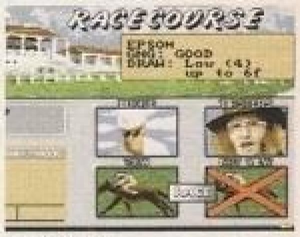
AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35



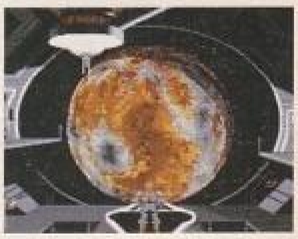
AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

STABLE MASTERS 2
ESP Software £25



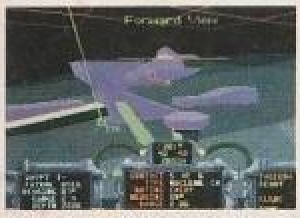
AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARLORD
Microprose £35



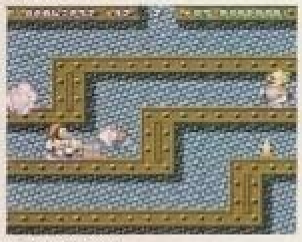
AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

SUBWAR 2050 AGA
Microprose £35 (£30 CD32)
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although



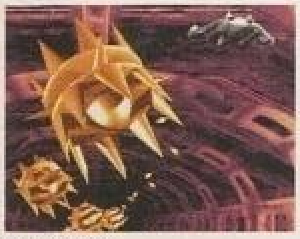
obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics *(though the PC version looks really nice – cheers, ("Michael Jackson" – Ed))* but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a shame.
★★★★

SUPER METHANE BROTHERS
Apache £26



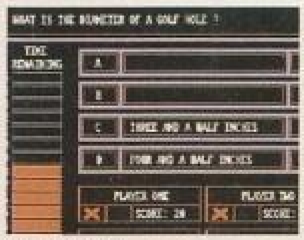
AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe, dare we say it?, *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30



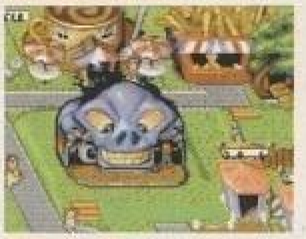
AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37



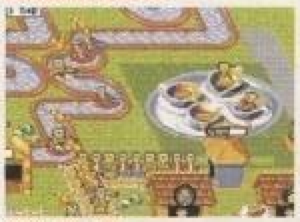
AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

THEME PARK
Electronic Arts £30



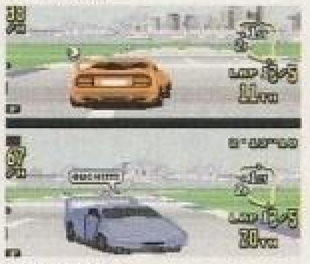
AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35



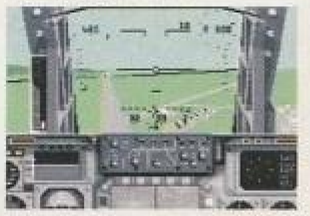
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

TOP GEAR 2
Gremlin £26



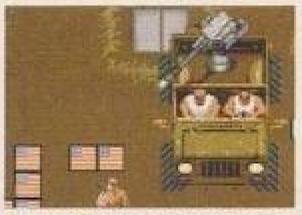
AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

TORNADO
Digital Integration £35



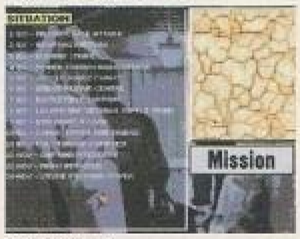
AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £30



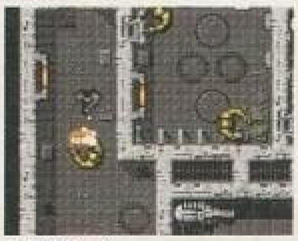
AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £40



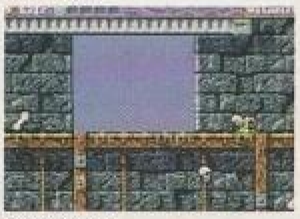
AP38 82% JD
There are minimal differences between this and the ordinary version.
★★★★

TOWER ASSAULT
Team 17 £20



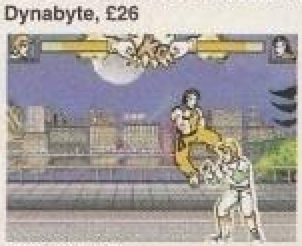
AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TRAPS 'N' TREASURES
Krisalis £26



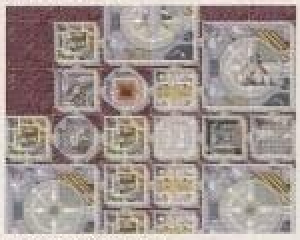
AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26



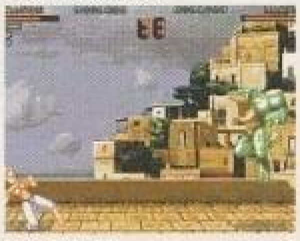
AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.
★

UFO
Microprose £35



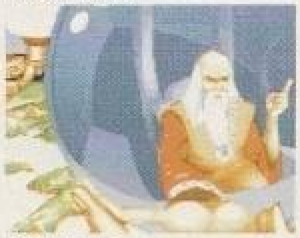
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32



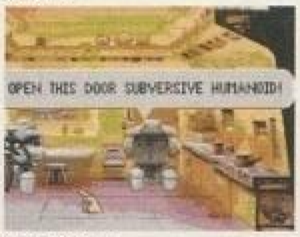
AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30



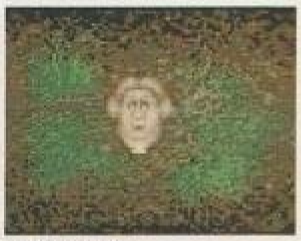
AP39 61% JD
No it isn't. ★

UNIVERSE
Core £35



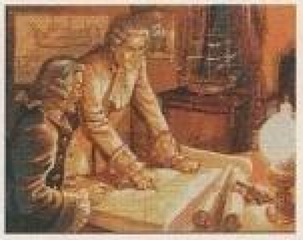
AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30



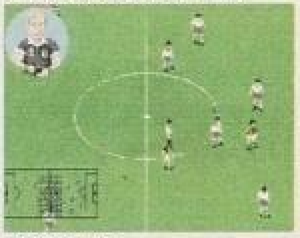
AP39 19% CW
Not, regrettably, the redundantly drawn-out *Speccy* adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

VOYAGES OF DISCOVERY
Kompart £30
AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.



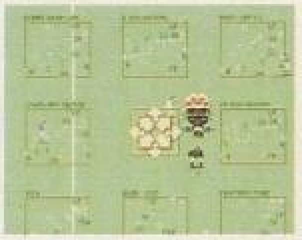
★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200



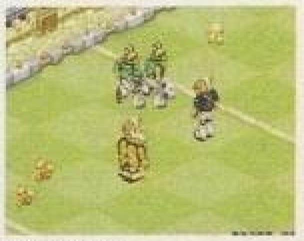
AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



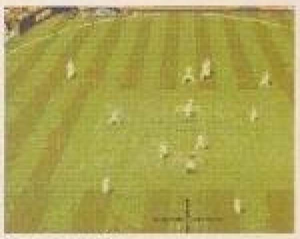
AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26



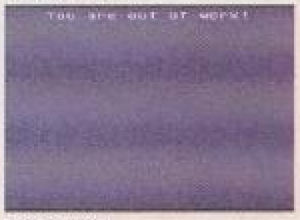
AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true.
★

WORLD CUP CRICKET MASTERS
ESP £25



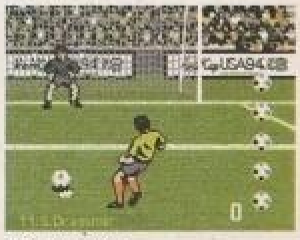
AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game.
★

WORLD OF SOCCER
Challenge £20



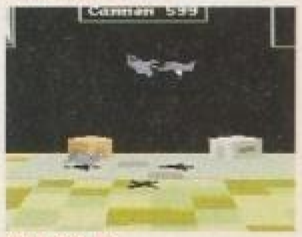
AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'.
★

WORLD CUP USA '94
US Gold £26



AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year.
★

ZEEWOLF
Binary Asylum £30



AP44 90% JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic 'chocka-chocka' flying effects, glorious explosions, escort missions, rescue missions, picking up friendly tanks to carry them *Thrust*-like across the map and drop them on people missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500, but completely splendid on a 1200 machine.
★★★★★

The

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SOFTWARE

- *Street Fighter 2* £10; *Kick Off 2* + all data disks £8; *Powermonger* + *WW1* data, *Indy Heat* £6; *Z-Out, Quest* and *Glory Compilation* (*Cadaver, BAT, Midwinter, Bloodwych)* £3. All boxed as new.
David Karran (0253) 356218
- *Liberation* £18; *The Settlers, F1, Civilisation* £16; *Ryder Cup, Desert Strike* £10. Plus many more.
Andrew Taylor (0909) 474448
- *Fields of Glory* £15; *Populous 2* + data disk, *Legends of Valour* £10, *Knights of the Sky, Trolls* (AGA), *Shadowlands, Crazy Cars 3* £8.
John Tse (0274) 549575
- *Monkey Island 2, Mig 29, Striker, Project X, F/A-18 Interceptor, Elf* & *Dogfight*. All boxed originals. £20 the lot.
Andrew Wright (0527) 876911
- For sale: *Mortal Kombat, Skidmarks, Cannon Fodder, Graham Gooch, Brutal Football, Chaos Engine* & *John Madden Football* all at very good prices.
Simon Beaumont (0823) 326071
- For sale: *Espana '92* £6; *Turtles* 2, *Ninja Warriors, First Samurai, Double Dragon 3, WWF 2, Terminator 2, Final Fight, Rodland* £5. All boxed with manuals.
Kevin Dickinson (061) 798 9786
- *Blade of Destiny* (with hint book), *Indiana Jones: Fate of Atlantis* (Adventure), *Civilisation* & *Legend of Kyrandia*. Sell or swap.
Nicholas Hall (0202) 722798
- All boxed games. *Yo Joe!* £15, *Skidmarks* £15, *Bob's Bad Day* £12, *A-Train* £11, *Dune 2* £10.
Michael Rodway (0533) 362703
- *Fate of Atlantis, Simon the Sorcerer* (AGA), *Innocent, Monkey Island 2* £14; *Nippon Safes Inc.*, F1 £12; *Loom, Operation Stealth, Monkey Island 1, Space Quest 1, Cadaver, Zak McKracken, Future Wars* £8; *Hook* £6, *Stunt Car Racer* £4.
Richard Burke
(0623) 792058 after 6pm
- For Sale: *Alien Breed 2* (AGA), *Banshee* (AGA), *Populous 2, Premiere, Robocop 3, Wing Commander, Chuck Rock 1* & *2* £10.
David Norton (0440) 708312
- *Theme Park* (A500) mint condition £20. Also *Reach for the Skies*, boxed with instructions £10.
Keith Tomlinson (0352) 759145
- I have several games for sale, ranging from £5 – £20. *Campaign 2, Robocop 2, Paperboy 2* and lots more.
Alan Powell (0563) 42644
- Boxed originals – *Jurassic Park* £13, *Championship Baseball* £10. Or Swap for *Indiana Jones: Fate of Atlantis*
Thomas Hurst (088926) 329
- *Street Fighter 2* £9, *Strider* £4. Boxed with instructions and in good condition.
Dale Harrison (0892) 661773
- *Premier Manager 2* £10, *Sensible Soccer* £8, *Robocod* £6, *Theme Park* (A500) £20. All boxed, originals and in good condition.
James Murrary (0932) 343976 after 5pm
- *Nick Faldo* £8, *Syndicate* £8, *Striker* £4, *MUPLC* £9, *Sim City Deluxe* £9, *Chaos Engine* (AGA) £8 plus more.
Stephen Pearce (0582) 25689
- *UFO, Fields of Glory, Football Glory* £10; *Micro Machines, F117A, Walker, Theatre of Death* £5.
Gary Connaughton (0706) 39252
- CD32 games: *Frontier* £15, *Deep Core* £10, *Donk* £15, *Liberation* £20, *Microcosm* £25, *Morph* £15, *Brutal Football* £15, *Arabian Knights* £10.
Chris Ray (0633) 895771
- *Sensible Soccer* £12, *A-Train* £13, *Test Drive 2* £5
Alisdair Mitchell (0305) 871513

HARDWARE

- Amiga 500+ with colour printer, mouse, mat, joypad, dustcovers, Pen Pal word processor, Deluxe Paint 3, GCSE educational typewriting programs + loads of games £450.
Richard Ignacius (0274) 875929
- Amiga 500 1Mb, joystick, mouse and loads of games £110 ono.
Adam Hussein (081) 303 2483
- Amiga 500+, joystick, cover, mouse + mat, plus 100 games £160.
Peter Armstrong, 12 Lincoln Road, Cleethorpes South, DN35 9LY
- CD32 still boxed, as new. 2 joypads, 1 joystick, over 50 games including *Rise of Robots* and *Microcosm* £250.
Raymond Robinson (0484) 537368
- Amiga 1200, monitor, extra disk drive, joysticks, mouse, many games £500.
Diccon Burge (0342) 714140
- Amiga 500 1Mb, joystick, mouse, manuals, leads and box. Includes over 80 original games such as *Sensible Soccer, Cannon Fodder* & *Chaos Engine*. Bargain at £250.
Paul Domoney (01925) 814075
- A4000/030 + CD-ROM drive, 2 hard drives, colour printer, modem, monitor, about £1000 worth of software. Only £1000. **Small Imp Oliver (0295) 271995**
- A500 1Mb with mouse, PD, games and mags. Worth £650 will sell for £300.
Vinh Phau (071) 733 8050
- Microvitec 1438 Multi-Sync monitor and speakers, boxed as new £190 ono.
Michael (0246) 475050
- Amiga 500+ 1Mb, external drive, Commodore colour monitor, joystick, mouse, cover + 9 boxed games £225.
David Hirst (01707) 261569
- Amiga 500, 1Mb, joysticks, mouse and 25 games including *Mortal Kombat, Sensible Soccer* & *Kick Off 3*. Was £400, sell for £130.
James Nate (0752) 892974
- Atari Lynx handheld console, with 9 games worth over £300, sell for £45.
Brendan Cooper (081) 470 2355
- VBS – Video Back-Up Store. 150 disks to one tape £30 p+p free.
Another Person Knight (0161) 790 0962
- A600, disk box, 2 joysticks, mouse pad, loads of games and demos £270.
Sam Longman (0508) 548412
- Action Replay cartridge MK3 for Amiga 500 £40. *Cannon Fodder* £15 (boxed with manual).
Nigel Parker (0256) 51353
- Amiga 1200, 6Mb RAM, 60Mb HD, dual sync monitor + software, all originals £500 ono.
Anastasia Parkinson, 105 Weston Road, Edith Weston, Oakham, Leicestershire, LE15 8HH
- UK SNES for sale with 7 games which include *Mortal Kombat 2, Super Mario World, Mario Paint*, 2 joypads, mouse and universal convertor £240 ono.
David Holmes (0773) 834044
- A500 1Mb, expansion, Action Replay, MIDI interface, TV modulator, 11 games, word processor £220.
Peter Whatsisname (01207) 561365
- A500 1 Mb, Workbench 1.3.2, Extras 1.3, Basic 1.2, loads of games and demos, box and cables £175 ono. Citizen dot matrix printer, colour kit & cables, ace condition £200 ono.
Kuldeep Singh Dhedli (081) 843 0910
- AMIGA POWER issues 35-45 and 5 other magazines £16 ono.
Ben Bradford (0303) 872791
- CD32 Spectacular Voyage, with *Arcade Pool*, 2 joypads, boxed as new. 8 months guarantee left, quick sale at £160 ono. **Peter Thornhill (0943) 602699**

WANTED

- Wanted CD-ROM for A500. Will pay good money. Go on, put me out of my misery. **John McBride, 15 Murieston**

Garden That Time Forgot

Walk, Livingston, Murieston, Scotland, EH54 9EN

- GP drivers for Dan Prescott Motor Racing Association Championships using *F1GP*. **Dan Prescott (0903) 776302**
- *Back to the Future 2* for £10. **Tom Lynch (0691) 657489 after 5pm**
- Mini Competition Pro Star joystick, green with silver buttons. **Mark Dibble (0275) 472680**
- Does anyone out there in the bleak world have *Cool Spot* for under £7 for the A500? Please save my life and give me a call. **Dale Harrison (0892) 661773**
- Wanted GFX and Sound Artists to work on PD games. Send me some of your work. Also wanted PD swappers. **Daren Smith, Flat 11, 4 Rosslyn Road, Longton, Staffs**
- Desperately needed *Space Crusade 2: The Voyage Beyond*. Will pay £8 **Andrew Harris (0702) 715296**
- *Air Bucks, North + South,* Maps and Spell book for *Bards Tale 1* on the Speccy. No, really. **The Gasman (0115) 9733084 after 7pm**
- Wanted: *Great Giana Sisters* for cash. Needed quickly. **Margaret Beresford (0423) 870202**
- Please. Has anyone got an original *Lemmings 1* and an original *Push Over* for an A1500. **Ian Osborne (0322) 669608**

SWAPS

- *Skidmarks* or *Premier Manager 2/3*, will maybe swap 2 for 1. I have *Cool Spot, Knights of the Sky, Settlers, WWF 2, Sensi, B17* & *Micro Machines.* **David Neate (0803) 606521**
- My 500+, mouse x2, joysticks, pad, 5 games, blank disks, magazines & extras for your CD32 with or without games. **Martin Duncan (0224) 480138**
- Wanted: *Battle Squadron* or *Police Quest 3* for my *Robosport, Wizkid, Man Utd, Police Quest 1, Zool, Premier Manager 1* or *Monkey Island 1*. Or will sell any for £10 each. **Paul Fox (010 33) 5042 3606**
- Swap *Lemmings 2* (600), *Zool* (600) + *Midwinter* (600) for *Sim City* or *A-Train* (600). **Craig Tucker (0667) 452933**
- I'll swap *Walker* or *F1* for *Dune 2, Monkey Island 1, Civilisation* or *Body Blows Galactic.* Boxed originals with manuals only. **Tom Flannery (0302) 742311**
- I really want *Theme Park.* I will swap *Sensible Soccer, World Cup 94* and *Arcade Pool* with *Wings.* **Stephen Graham (02656) 64237**
- My Mega Drive + colour TV with 5 games (including *Mortal Kombat 2* and *SF2*) for perfect condition A1200 and colour monitor. **Ryan Murray (0671) 402068**
- Mega Drive + 6 games, 2 pads. Will swap for A1200 and games in good condition. Must be in the Falkirk area. **Gary Hayhurst (0324) 715748 between 8 & 9pm**
- *Skidmarks, Jag XJ220, Mortal Kombat, Desert Strike, Indy Heat, Powermonger* and *Shadoworlds.* Swap any two for *FIFA Soccer* for sell for £10 each. **Neil Rudolph (081) 863 2362**
- *Frontier + Dennis + Oscar* for *Beneath a Steel Sky* or *Dune 2.* **Philip Jenkins (0792) 817895 weekends only**

PEN-PALS

- 17-year-old-boy, looking for female pen-pals. I like *Marusha, Maxx, Masterboy*, the football club AFC Koln, Rave, Hip-Hop and good Amiga games. Please write in German or English. **Andreas Arlt, Grasweg, 17 50259 Pulheim, Germany**
- A1200 and A500 owner. I am 22 and like PD/AGA demos/games. Will write to anyone, any age. **Kareem Sadq Al-Mobarak, Al-hasa, Hofof, PO Box 2306, Kingdom of Saudi Arabia, 31982**
- Two sexy 11-year-olds looking for babes around the same age. Must like sport and computers. **Colin & Stuart Meney, 53 Logan Drive, Troon, Ayrshire, Scotland, KA10 6AN**
- I am looking for other people out there, interested in *Frontier.* Will swap knowledge and advice. **Brian Campbell, 28 St Christopher Road, Cowley, Uxbridge, Middlesex, UB8 3SG**
- Pen pals wanted, world wide, and age, male or female. I'm 20 years old and interested in making RAP songs with the Amiga! **MC Amiga – The Arabian Rapper, c/o Dr Yahia Makki Zakri, King Faisal University, College of Agriculture, PO Box 420, Al-Ahas, Kingdom of Saudi Arabia, 31982**
- 17-year-old male, seeks male or female pen pal to change, tips, hints, etc...and playing games of course. 100% reply. **Pedro Baston, Rua Mestre Antonio Martime, 11 1 Esq, Lisbon, Portugal, 1170**
- Female worldwide pen pals wanted. I am a 24-year-old male interested in about everything. **Diamond Lefkas, Rega Farraiou 147, Thessaloniki, Greece, 56626**
- 14-year-old lads looking for 14-15 year old girls to be pen pals. **Michael Dawson, 31 Fairfield Road, Almandbury, Huddersfield, HD5 8TE**
- Amiga 1200 contacts wanted to swap PD. I have a large collection of demos, Animation etc. **Gareth Howells, 196a Amblecote Road, Brierley Hill, West Midlands, DY5 2PP**
- Pen pals wanted! Male or female, any age, 100% reply. (I'm 16.) **Matt Green, 12 Hillside Crescent, Lisburn, Co Antrim, N Ireland, BT28 2BA**

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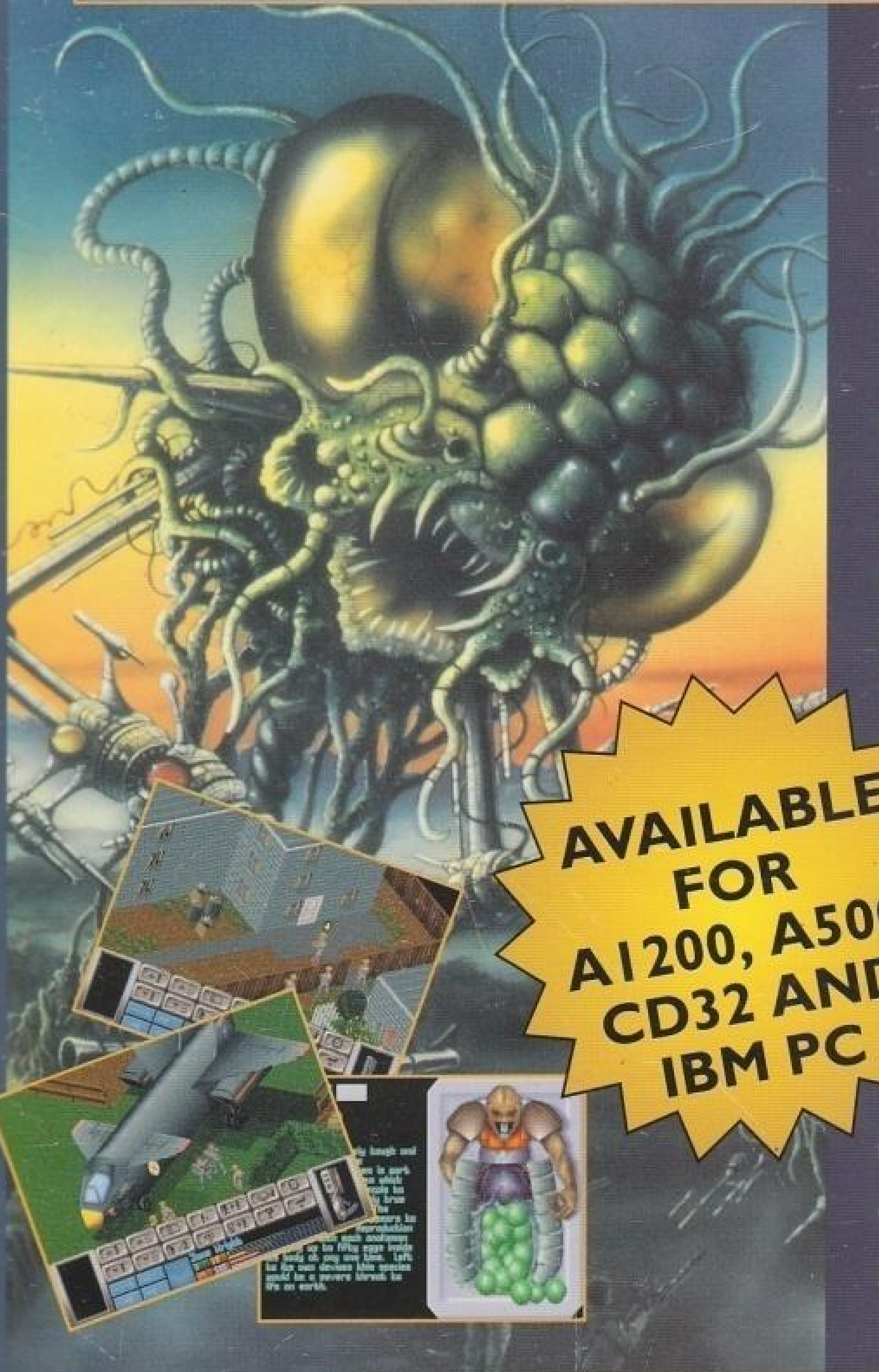
March 1995

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR



"This is the best game I've ever seen" **97%**

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

AVAILABLE FOR A1200, A500, CD32 AND IBM PC

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

STRATEGY

MICROPROSE